GM2

GameMaster

Publications Present

A scenario for characters of levels 1-3

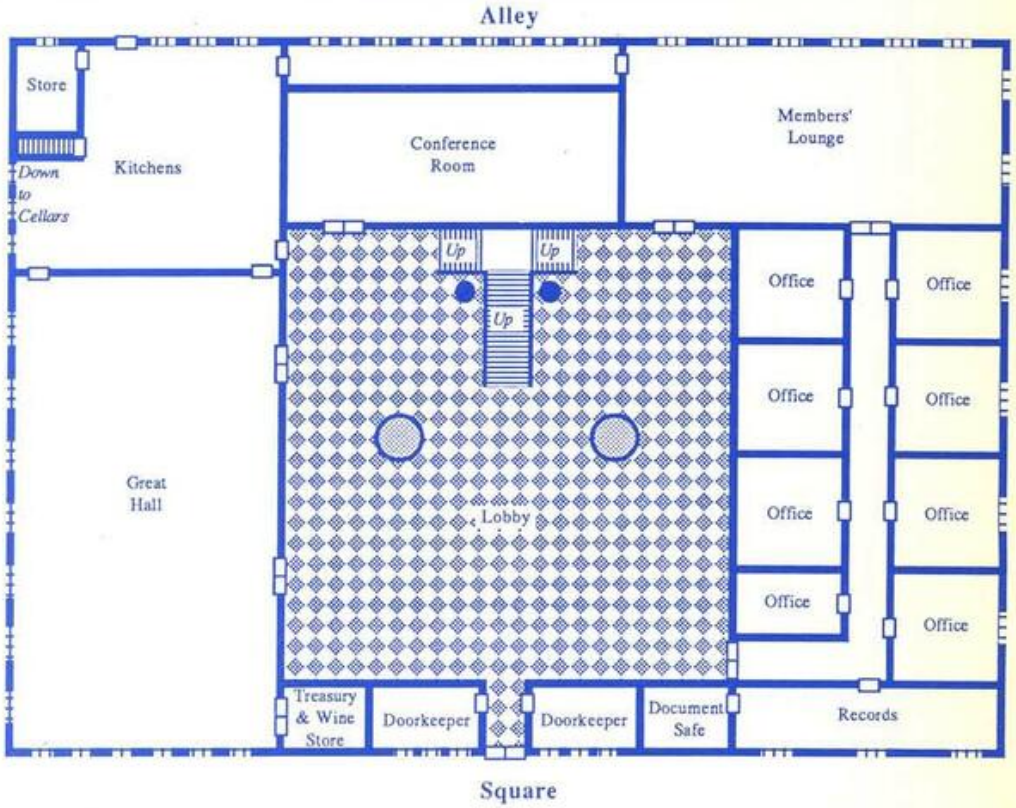
Find the Lady

A complete 32 page scenario ready to use with your DUNGEONS & DRAGONS game.

FIND TH

The Merchants' Guild

Ground Floor



Key:

Window · Statue · Doors · Fountain · Stairs (*Up or Down*)

0 10 20 30 Feet

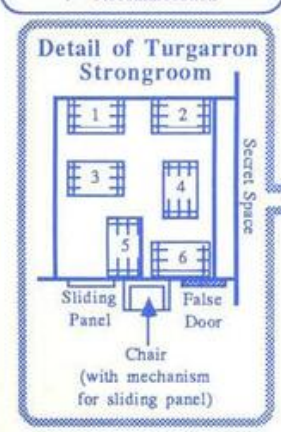
FatMac

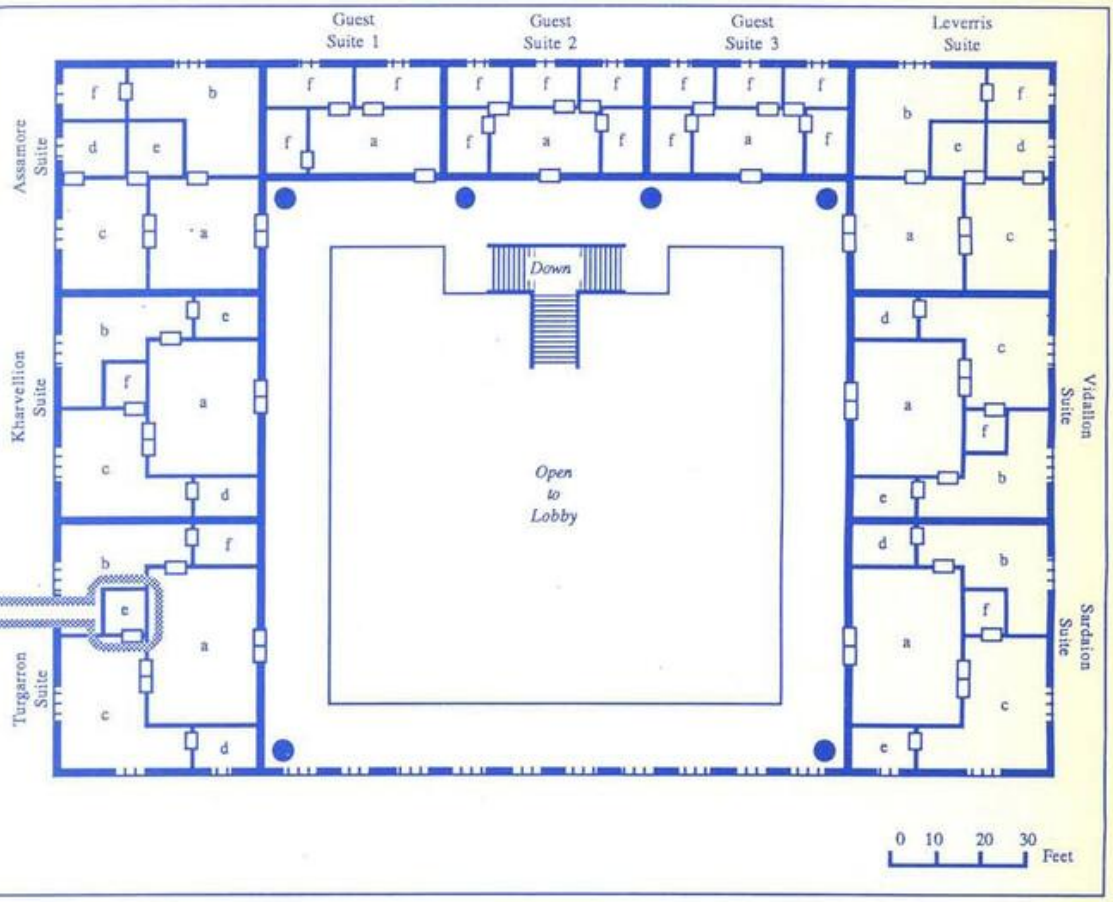
The Merchants' Guild

First Floor

Within each Suite:

a = Reception Room 1
b = Reception Room 2
c = Office
d = Records Store
e = Strongroom
f = Accommodation





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Editorial

Well, despite all the fun and games we had with issue one, we've made it. Here we are at issue two already, and not a day late. Of course, I am writing these confident words at the beginning of November, so I can't be sure that the rest of the month went so smoothly, but take it from me, if you thought that getting out a bi-monthly would be half as difficult as getting out a monthly, you couldn't be further from the truth.

Anyway, first things first. Thank you to all those who wrote in to express your best wishes for this new publication, particularly those who sent a separate piece of paper all to do with promising to pay to the bearer and all that nasty commercial stuff. A few — just a few — of your letters are on pages 56-57. We have actually had more letters arrive in sunny Bar Hill than a certain unImaginable magazine used to get, and most of them had lots of kind things to say. Well, they said kind things about **GMPubs**, anyway. Some of your suggestions for future dealings with our American allies would tend to fall foul of the criminal code, but we appreciate the sentiment.

To those of you who have found trouble getting the magazine in your nearest shop, apologies. This is all new ground to us, but things will improve. More and more shops are getting **GMPubs** in every two months, and soon there shouldn't be a single part of the country where you can't browse through the latest masterpiece. So, thanks too to everybody in the trade, particularly people like Tony Quatrine, Peter O'Toole and the many others who didn't just order the magazine, but made sure to tell us that they loved the idea. It's enough to make me get all emotional (sniff).

And thanks, finally, to all those who have written in offering to write. We'll be in touch. I'm particularly glad to have authors of the calibre of Graeme Davis in on the new magazine, seeing as how he was so popular on just about everything he used to to for *Thingy*™.

It looks like we have just the one problem. What sort of a publication is this? We can't keep calling it more than a magazine, more than a module.... or a module with bits of *I'mbeingseen* around it. We've had lots of suggestions like magamod, or magule, or scenarizine.... Got any ideas?

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A scenario for 1st-3rd level adventurers

Finding missing people is a job any adventurers for hire get used to. But when the missing person turns out to be the recently deceased wife of a prominent merchant's son, and when there is the small matter of a major jewellery theft to deal with as well, then you've got an adventure that is anything other than normal....

A complete, full-sized module, suitable for either the D&D or AD&D games. Background information for the ***Pelinore*** *and* ***Zhalindor*** *campaigns are presented on pages 44 and 45.*

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Inside back cover diagram: ***Tergaman's Tower***

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GameMaster Publications
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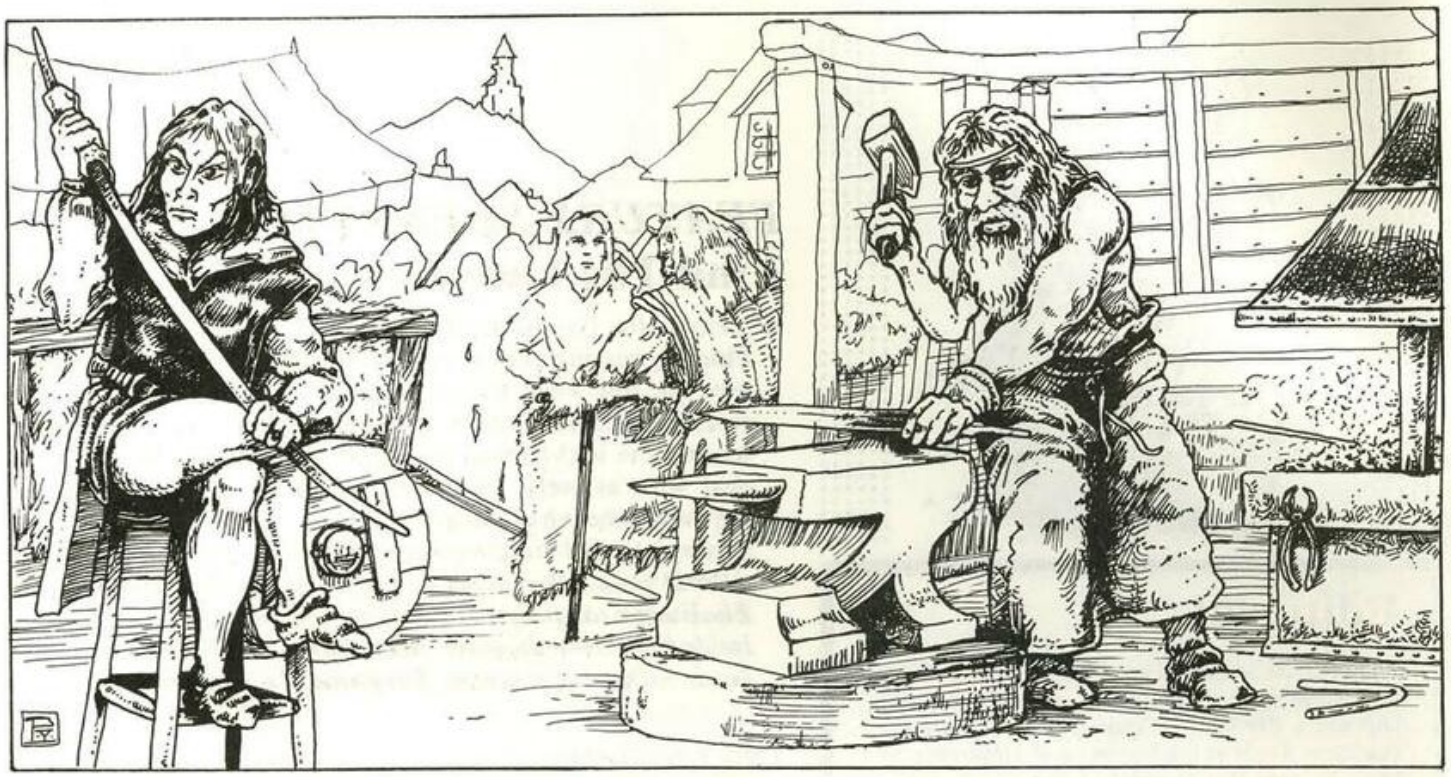


TINKER, TAILOR, SOLDIER....

by Bryan James and Peter Green

On page 12 of the **DMG** there is a passing reference to "Player Character Non-Professional Skills — information and training from early years, or incidentally picked up while the individual character was in apprenticeship, learning his/her primary professional skills of clericism, fighting, etc." Although a simple table for the random assignment of such skills is provided, there is no information or guidelines as to how they might be used in play. This article is an attempt to bridge that gap.

A word of warning: AD&D, and to a lesser extent D&D, is already something of a patchwork quilt of different rules. It would be unwise to add further complications without great care and forethought. There are numerous ways you can incorporate secondary skills into your campaign, some of which are discussed in this article, but it is important not to get carried away and allow players a wide range of extra abilities. Otherwise, you run the risk not only of slowing down play, but also of altering the game out of all recognition. And, in the latter case, you'd probably be better off switching systems altogether! Apart from anything else, if PCs can manufacture their own armour and weapons, navigate and sail their own ships, they will never need to hire specialists and you'll find it even harder to stop them amassing vast sums of gold. However, if a character begins her/his career with one or two skills, appropriate both to the campaign and the character's background, your game can only benefit.

The main objective of this article is to illustrate some of the ways in which secondary skills may be generated and used. We have tried to avoid being too definitive, since skills can and should be specific to a campaign, and their applications need to be tailored accordingly. However, it has been assumed that the determination of a character's skills should be done as the *last* step in character generation, and that each character will only begin with a maximum of two skills.

ACQUISITION

There are a number of ways to assign skills to a new PC. The simplest is to allow the player to roll on a list similar to the one in the **DMG**. This is a fairly abstract approach, and the random element can produce anomalies in a campaign that provides a measure of PC background. Using this method, a character from a woodland background is just as likely to acquire a mining skill as a forestry one. You could even get a character from a desert background who is a skilled sailor. Still, if such things don't rankle too much (and anything too incongruous can always be disallowed), this method is both quick and straightforward.

If you feel confident enough, you may wish to assign skills as you see fit, and in many ways this is probably the best approach. There might be no player choice, but at least the characters won't end up with any skills you don't want them to have.

Alternatively, skills may be treated in a similar way to spells. Allow a base percentage chance that any skill may be "learnt" by any character. This chance is modified by race and class (see tables, p6), and then the player may attempt to learn up to two skills. If the player rolls the modified *Learn Chance* or less on d100, the character acquires that skill. If not, then that skill may *never* be learnt by that character. The DM may rule either that characters have only two attempts to acquire skills, or that players can keep rolling until they acquire the maximum of two. Optionally, you may rule that characters may only have two skills if their starting age is in the *Young Adult* category or older (**DMG**, p13). Half-elven characters may choose to roll for skills as elves or humans.

PC BACKGROUNDS

Some DMs may wish to use this method without going to the trouble of deciding the background for each PC. In this case, the following system (or similar) can be used to determine the general type of environment in which the character grew up.

Roll 1d6 for the character's socio-economic background, then again for the environment:

Background Die Roll: 1-2 Rural; 3-4 Urban; 5-6 Nomadic.
Environment Die Roll: 1 Coastal; 2-3 Plains; 4 Woodland; 5 Hills; 6 Special*

* ***Special***: *1-2 Desert; 3-4 Cold; 5-6 Tropical*

Rural covers all types of pastoral life-styles from village communities to isolated hermits, but implies a static base. **Urban** applies only to developed settlements with a population of 500+. **Nomadic** backgrounds are not necessarily more primitive than the other two, but nomadic races will certainly not have developed any "technology" that cannot be easily transported (no nomadic shipwrights, for example!).

The various types of geographical environment are fairly self-explanatory. It has been assumed that all settlements will be near rivers, lakes or some other reliable source of water. Rural and/or Urban desert cultures must all be centred round oases or rivers.

USING SKILLS

Starting Levels

There are two basic approaches. The simpler method is to regard skills as a kind of attribute, with little or no scope for improvement (i.e. the starting level is the one the character is stuck with for life). The other approach allows skills to develop with experience and training, and so requires a much lower starting score.

In the first case, skill scores may be generated by either a straight d100 roll (modified as explained in

individual skill descriptions), or, if a smaller range is desired, you could use 3d6x5 or 5d4x5, for example.

The second option permits a variety of methods of skill improvement. For example, you could allocate a fixed chance per level of character (10%, say), which has the advantage of automatic progression, although the system is a little abstract. Still, that's the way a Ranger's tracking skill, or a Cavalier's horsemanship improves (see **Unearthed Arcana**). Alternatively, a character may be ranked separately in each skill (cf. **Dragonquest**), with a fixed chance per skill rank. All skills are initially acquired at Rank 1, and further ranks may be gained by the "spending" of xps, and then finding someone of higher rank to train the character. This is a fairly complicated approach, but works well with languages, since each rank in a language equates neatly with a level of literacy — from knowing only a few, basic words (Rank 1), to total fluency (Rank 10). The method we prefer, however, gives the character a fixed starting score of 15% (modified by race and class as explained in the skill descriptions). This can only be improved by training which, of course, requires both gold and time. Details of training follow the individual skill descriptions. *All skill checks should be made secretly by the DM.*

THE SKILLS

ALCHEMIST

Alchemists are able to assist a spellcaster in the production of magical potions. Special ingredients will be required of course, although these will vary according to the type of potion (see **DMG**, p117). The time required to brew a potion is also variable — from 2 to 10 days, depending on the type. A skill check is made at the end of the period, to determine whether the alchemist has mixed the compound in the correct quantities. Failure indicates that the potion is ineffective, and a roll of 96-100 results in a potion that has reverse effects to those intended — a potion of **giant strength** for example, would be one of **weakness** (cf. **ring of weakness**). *Spellcasters with this skill will still need to hire an assistant in order to brew potions.*

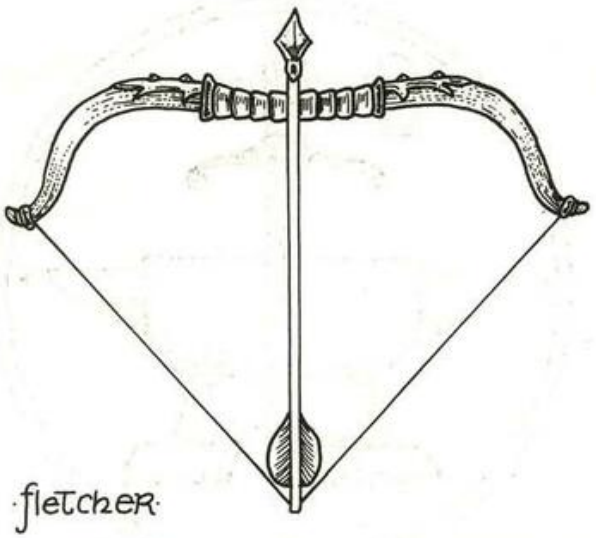
Racial/Class modifiers: Magic-users +10%; Illusionists +5%.
Tools & Equipment: a fully equipped laboratory and workroom will cost 400-1000gp to set up, and 10% of this cost must be spent each month in upkeep, when the laboratory is in use.
Training: costs 300gp per week, plus 2000gp for materials.

ANIMAL HANDLER

Characters with this skill can train domestic animals such as dogs or horses, dependent on a successful skill roll. Wild animals can be trained if the character rolls under ¼ of her/his skill score, and exotic beasts such as pegasi and griffons may be trained by rolling under ½. Training takes 12 months, minus 1 month for each 10% of the skill score; the number of animals which can be trained together is equal to 1/10 of the handler's skill, provided the animals are of the same type. An animal may never be trained to act against its nature.

Throws for success are made at the end of the training period. If successful, the animal is trained, but otherwise a throw may be made each following month until successful. If the training is interrupted, the handler must start from scratch. A roll of 96-100 produces a rogue animal which will turn on the handler at a critical moment (DM's choice). This skill is *not* an enslave animal ability, and a trainer who needlessly risks animals' lives will lose their loyalty very quickly. Animals that are allowed to run wild revert to their wild form.

Racial/Class modifiers: Rangers +10%; Druids +10%; Halflings +5%.
Tools & Equipment: muzzles, leads and other training equipment cost 100gp. Kennels or other suitable stabling will cost 10-100gp.
Training: costs 100gp per week. The character will usually be expected to bring along some suitable subjects!



ARMORER

This skill allows a character to manufacture suits of armor — given sufficient time and resources (see **DMG**, p29). Times vary from 1 day for a small shield, to 90 days for a suit of plate mail. Other skills may also be required (leather worker for leather armour, carpenter for shields, blacksmith for splinted mail, etc.). With a skill score of 01-50, the armourer may only make ring, scale, or studded armour. With a score of 51-75 the character may also make splint armour. A score of 76-90 allows the manufacture of chainmail armour, and a score of 91+ means the character may make any type.

Racial/Class modifiers: Dwarves +25%; Gnomes +5%.
Tools & Equipment: a workroom and forge will cost 310-400gp, and unless the armourer can employ 2-3 assistants/apprentices, it takes three times as long to produce an item.
Training: costs 250gp per week, plus 1,000gp for materials.

ARTILLERIST

Characters with this skill are able to make and maintain seige artillery (catapults, ballistae, trebuchets, etc.). They are also qualified to supervise the use of these items.

Provided that suitable parts (or a skilled carpenter) are available, manufacture will take 2d4 weeks. A skill check must be made at the end of the period and for every 10% (or fraction of 10%) by which the roll is failed, the machine is -2 to hit and damage. So an artillerist with a skill of 40% who rolls 45% makes a ballista -2, for example.
Racial/Class modifiers: Fighters +10%; Gnomes +10%; Dwarves +5%.
Tools & Equipment: a carpentry set plus various ropes, pulleys and springs will cost 500gp, and some form of workshop will be necessary.
Training: costs 150gp per week, plus 1000gp for materials.

ASTROLOGER

By careful study of the stars and other heavenly bodies, astrologers predict the general course of future events. Specific questions are more difficult to answer (requires a throw under ¼ of the skill), and may never apply to the astrologer making the prediction. One horoscope may be cast each month for each full 10% of the astrologer's skill.

The result of the horoscope need not, of course, be very clear, and answers to specific questions should be couched in the form of a riddle which might be unintelligible to the astrologer. Having provided an answer, it is up to the DM to implement it into the game (assuming it was successful). Once made, a prediction cannot be changed, but false predictions may be given if appropriate.

Racial/Class modifiers: Cleric/Druid +10%; Magic-user +5%.
Tools & Equipment: books, star charts and other equipment (eg astrolabes) cost 100gp per 10% of the skill score.
Training: costs 300gp per week.

BOWYER/FLETCHER

Bowyer/Fletchers construct bows, crossbows, arrows and quarrels. A fletcher can make 2 arrows per hour given suitable materials — arrow heads, wood for shafts, and feathers for flights. As with the smith skill (p5), the particular item will have reduced efficacy for every 10% (or part thereof) by which the skill check is failed.

Arrows without arrow heads (ie sharpened and fire-hardened) are always treated as -2 to hit and damage in addition to the above modifiers. Any arrow without a flight has a further penalty of -2 to hit and damage.

Racial/Class modifiers: Rangers +10%; Elves & Halflings +10%; Half-orcs +5%; Dwarves +5% (crossbows and quarrels only).
Tools & Equipment: specialist tools cost 175gp.
Training: costs 200gp per week, plus 750gp for materials.

CARPENTER

Carpenters are skilled in the making of all wooden items, from roof beams to furniture. They can estimate the value of items made from rare woods or by great craftsmen. Carpenters produce specialist components for others, provided that they have an accurate plan to work from (cf Artillerist, Armorer, Mason, etc). Small plain items may be made in a day, but large objects, or those requiring special finishing may take a week or more. The skill check should be made at the end of the period. If it is failed, the item will collapse when used.

Tools & Equipment: a basic carpentry set will cost about 100gp. Items larger than a small box will need a proper workbench, or even a workshop (cf smith)
Training: Costs 150gp a month, plus 200gp for materials.

FARMER

Farmers are skilled both in the growing of crops and the husbanding of domesticated animals such as cows and sheep. Any score is sufficient to allow

use of this skill, but successful skill checks allow characters to increase the yield of any given piece of land by an amount equal to the percentage by which the check was successful. Characters with this skill may also attempt to assess an area of land for its farming potential. Land may be rated as good, bad, or indifferent.

Racial/Class modifiers: Halflings +10%.
Tools & Equipment; basic farming tools cost 250gp.
Training: costs 50gp per week.

FISHER

A fisher works with either a net, or a rod and line. A skill check should be made every hour to determine whether the character catches anything. A skilled fisher will automatically be successful in fishing a well-known river or lake, however. In areas with which the character is unfamiliar the DM should apply suitable modifiers — it is obviously easier to catch fish in a small, well-stocked pond than in a poisoned lake!

Racial/Class modifiers: None.
Tools & Equipment: a variety of nets, rods and lines may be obtained for 50gp. The character will have to find bait....
Training: costs 75gp a week.

GAMBLER

A gambler is both lucky in games of chance and knowledgeable in games of skill. When gambling, characters with this skill should roll percentile dice and add their gambling skill to the result. The character with the highest total wins that hand or round. NPC gamblers may cheat (DM's discretion), or the house odds could be rigged. Gamblers who attempt to cheat do so with a skill score of half their normal rating. If succesful, they may be spotted on a roll less than half the observer's skill level. Characters who fail are automatically detected.

This skill in no way affects saving throws or dangerous adventuring activities — it is *not* a general luck rating.

Racial/Class modifiers: Thieves +10%; Assassins +5%. If desired, all characters can have a starting score of 10% in gambling.
Training: requires intensive practice, and costs will vary according to success.

HERBALIST

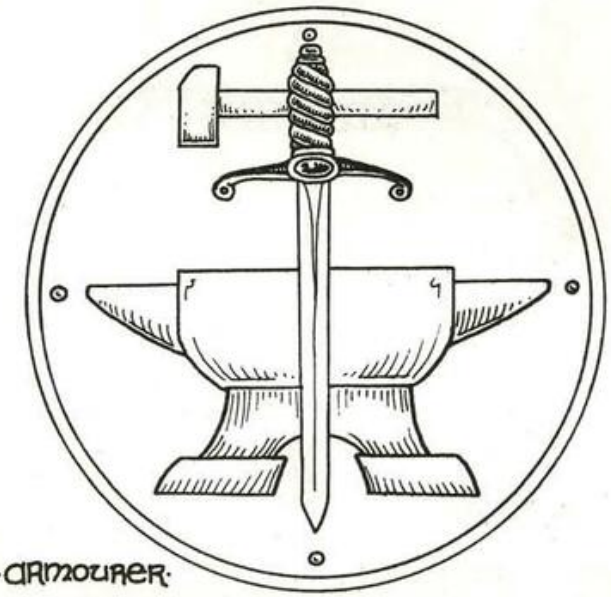
This skill allows characters to identify healing plants and make herbal medicines from them. Characters who rest and heal wounds while being tended by a herbalist gain an extra hit point per day if the herbalist makes a successful skill check. A throw of 96-100, however, results in the 'patient' taking 1 point of damage.

Antidotes to poison may be concocted, the success potential being dependent on the skill score of the herbalist, plus or minus any modifiers for the herbs used. For each 20% of the herbalist's skill, an antidote may be made which allows an extra saving throw vs. Poison at +1. Thus a herbalist with a skill score of 60% may make a +3 antidote. Only one antidote can be tried by a character and if the throw is unsuccessful, the character will die.

Racial/Class modifiers: Elves +10%; Druids +10% (NB 3rd level Druids identify any plant).
Tools & Equipment: pestles, mortars, various jars and pouches may be obtained for around 75gp.
Training: costs 300gp a month.

HORSEMAN

This skill allows a character to handle riding animals in combat and other dangerous situations. A successful skill check means the rider can avoid being thrown and/or having the animal bolt. A check must also be made if the character is struck by a lance or a grounded spear or pole-arm. A failed throw results in the character being thrown to the ground for 1d6 points of damage. Additionally, any dwarf, gnome, or halfling character attempting to use this skill while riding anything larger than a pony, has an extra penalty of -15%.



Racial/Class modifiers: Fighters +25%; Clerics +10%; Elves +5%; Dwarves & Gnomes -10% (negating any fighter or cleric bonus); Halflings -5% (negating any fighter or cleric bonus).
Training: A fighter or cleric adds 10% to the score for each class level gained up to a maximum of 85%. Beyond this, they train for 3d4 weeks at a cost of 100gp per week, as must all other classes.

HUNTER

This skill allows a character to track animals for game or sport and to set traps and snares. A character's skill is also his/her chance to locate a specific, named animal, if it is in the area — determined by the frequency of the animal (see **MM**, p5, or as appropriate to the campaign). The chance is modified according to the rarity of the creature as follows: *Common* animals may be found by a straight skill check; *Uncommon* animals are tracked at ⅓ the usual chance; *Rare* at ½ and *Very Rare* at ¼. Tracking may be further modified according to terrain and weather conditions, as for Rangers (see **PHB**, p24 or **UA**).

Racial/Class modifiers: Clerics -5%; Druids +25%; Rangers always use the table in **PHB** (or **UA**); Magic-users/Illusionists -20%; Dwarves -15%; Gnomes -5%; Half-orcs -10%.
Training: costs 75gp per week.

JEWELLER

Characters with this skill may attempt to estimate the value of jewelry and gems. If the gemstones are uncut, the chance is reduced by 20%. If the roll is greater than the character's skill score, the estimate will be false (higher or lower).

Jewellers may also attempt to mount precious stones in various items (sword hilts, rings, etc.), or to fashion jewelry from gems and precious metals. A simple ring will take 1 week; a bracelet with sculpting 2 weeks (3 with stones), while an ornate crown might take a whole year. A check is made at the end of the period: the amount by which the character's skill score is exceeded/missed is also the percentage by which the original value of the materials are decreased/increased.

Racial/Class modifiers: Elves +5%; Dwarves & Gnomes +10%.
Tools & Equipment: only available from a Master jeweller (Skill: 90%+) at a cost of 100gp per 10% of the character's skill score. Materials, of course, vary hugely.
Training: costs 150gp per week, plus 2000gp for materials.

LAPIDARY

This skill allows characters to cut and polish rough gemstones. This process takes 1 day per gem, on average, but the character may wish to take special care by spending extra time up to a maximum of 4 days. Each extra day gives a 5% bonus to the chance of success. The skill check is made at the end of the period, and if it fails, the gem is reduced in value by 20%, or by a percentage equal to the amount of failure — whichever is the greater. If the check is successful, the gem's value is increased by 10%, or by the amount which the player rolled under his/her skill score.

A lapidary may also attempt to estimate the value of a stone (cut or uncut). The DM should provide false information if the check is failed.

Racial/Class modifiers: Dwarves +10%; Gnomes +15%.
Tools & Equipment: as Jeweller, but costing 150gp per 10% of skill.
Training: costs 200gp a week, plus 2000gp for materials.

LEATHER WORKER

This skill applies to the manufacture of all kinds of leather goods (excluding leather armour, which requires the Armourer skill, qv). The time needed varies according to the type of item — a simple belt might take a few hours, but a finely-tooled saddle could take a week or more. This skill does not allow the PC to tan animal hides, however; raw materials must be bought from a tanner. Prices depend on the rarity and durability of the hide, and needless to say, dragonskin is not readily available! As a rough guide, the cost of the raw material will be about 40% of the value of the finished item. It may be assumed that whatever the character attempts to make, it will be functional, even if the skill check is failed. In this event, the item will certainly not be saleable, and will probably fall apart the first time it is used.

Tools & Equipment: basic tools should be readily available in most settlements at a cost of 150gp.
Training: costs 150gp per week, plus 250gp for materials.

LIMNER (Heraldic Illuminator)

This skill covers a wide range of activities from the painting of ornate signs to illuminating manuscripts. Spell-casters with this skill may reduce the chance of failure when writing scrolls by 1% for every full 10% of their skill score (see **DMG**, p117). If the campaign permits, DMs may allow characters

with this skill to identify heraldic devices, provided the character has previously encountered the device in question.

Racial/Class modifiers: none, but the skill may not be learnt by any character with an intelligence of less than 9.
Tools & Equipment: a basic set of quills, inks, ordinary paper etc, can be obtained for 50gp. Papyrus costs 2gp, parchment 4gp, and vellum 8gp, per sheet.
Training: costs 200gp per week, plus 350gp for materials.

MASON

This skill allows characters to construct or oversee the construction of stone buildings, provided that a qualified architect has already drawn up detailed plans of the building (architecture is a profession, *not* a skill). Detailed costs and dimensions of most common architectural features may be found on page 107 of the **DMG**, but basically, it takes 1 week to build each 10 cubic feet of a fortress-like construction. A normal stone building will take 4 months. A skill check is made at the end of the period of construction, and failure gives a chance equal to the amount by which the check was failed, that the building will collapse (check every *turn*).

Racial/Class modifiers: Dwarves +10%
Tools & Equipment: will vary enormously, depending of the type of construction, but a basic set of chisels, hammers and so on costs 250gp.
Training: is only available in towns or cities and costs 200gp per week, doubled if the trainer is a dwarf.

MECHANICIAN

The mechanician's skill allows a character to devise relatively complex devices; even to the extent of using pulley-, hydraulic-, or spring-based systems. Thus, domestic devices (such as windmills or pulley lifts), and children's mechanical toys may be designed and built, although time requirements will obviously vary depending on complexity.

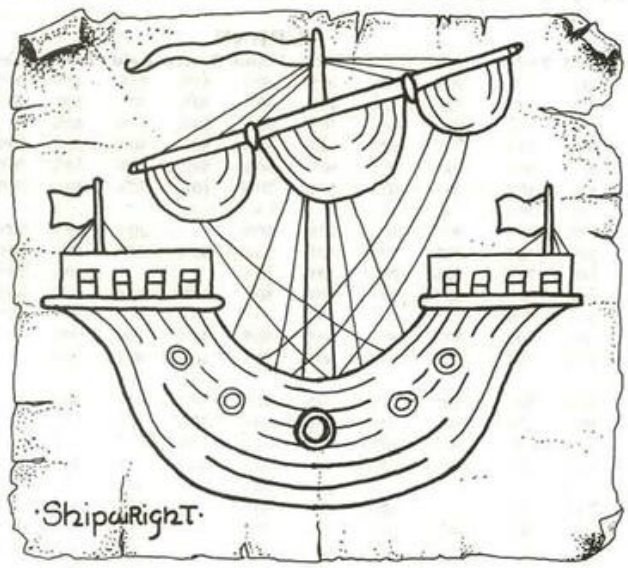
The skill's most obvious application is the building and setting of traps by thieves and assassins (see **DMG**, p20), who gain a 1% bonus to this ability for every full 10% of their mechanician skill. Other classes have a chance of setting traps equal to their skill. The skill does *not* allow a character to build complex components, however, and these must be commissioned from someone with appropriate skill (alchemists for poison; smiths for metal parts; carpenters for wooden ones; etc). Such things will, of course, be extremely expensive and could arouse suspicion.... The DM may modify the character's chance of success depending on circumstances. A failed skill check means that the trap has not been effectively set, but there are no limits on the number of attempts the character may make.

Racial/Class modifiers: Thieves & Assassins +10%; Monks +5%.
Tools & Equipment: apart from special components, a basic set of tools costs 50gp (25gp for thieves, assassins and monks, who already have some equipment in their thief's tools).
Training: costs 150gp per week, plus 500gp for materials.

MINER

This skill is vital if characters ever wish to attempt any underground excavations, since it allows a character to ascertain the safety of pit props, shifting rock strata, and so on. Miners may also attempt to circumvent such obstacles, of course, but this requires a successful skill check. The rate at which a given type of rock may be mined is given on page 106 of the **DMG**. Characters with this skill may also attempt to detect gradients/slopes in underground passages, and/or to determine their approximate depth underground. Dwarven miners (who already possess these abilities) may increase their chances of success by +1 for every full 10% of their skill score.

Racial/Class modifiers: Elves -10%; Dwarves +10%; Gnomes & Halflings +5%
Tools & Equipment: all that is needed is a pick-axe (5gp), but if the excavations are to extensive, then pit props must be commissioned from a carpenter, and pulleys will be needed to remove the rubble, etc.
Training: costs 150gp per week.



NAVIGATOR

Any ship which intends to put out to open sea must have a navigator. This skill allows a character to plot a ship's course on a chart, making adjustments for wind and current. Provided the stars are visible, a navigator may automatically determine any compass direction — assuming that the stars are those the character is used to (ie the character is in the same hemisphere and/or plane where the skill was learned). If not, or if the stars are not visible, then the character must make a successful skill check. Underground, a navigator has the same chance of becoming disoriented as any non-gnome.

The skill also allows a character to attempt to assess the distance and compass direction to any visible landmark, and to read a map of his/her physical surroundings.

Tools & Equipment: in order to plot courses a number of precision-built measuring devices (protractors, rulers, dividers, etc.) are needed. These cost 250gp upwards and are only available in coastal towns or cities.
Training: costs 150gp per week.

SAILOR

A character with this skill is experienced in the manning of one or more types of river- or sea-craft. DMs may wish to have the player specify his/her type of expertise (sailor, oarsman, mate, etc) — reducing the character's skill score when aboard an unfamiliar type of vessel. Sailors should be considered as immune to sea-sickness and have reduced chances of being thrown overboard in storms and the like.

Racial/Class modifiers: Dwarves and Gnomes -10%; Halflings -15%. In addition characters with a Constitution of 8 or less have a further penalty of -10%.
Training: costs 100gp a week.

SMITH

This skill allows characters to produce a fixed amount of weaponry each month: 30 arrow heads/quarrel tips; or 10 spear heads; or 5 morning stars; or 2 flails or pole-arms. If the DM wishes to allow character swordsmiths, the character must choose the type of sword s/he wishes to make. These can be turned out at the following rates: scimitars - 10/month; bastard swords - 8/month; broad swords - 15/month; longswords - 12/month; short swords - 20/month; 2-handed swords - 5/month. A skill check must be made when each weapon is completed, and if unsuccessful then the weapon will be -1 to hit and damage for each 10% (or part thereof) by which the roll was failed.

Blacksmiths may also manufacture domestic items such as ploughshares, horseshoes etc.

Racial/Class modifiers: Dwarves +25%; Gnomes +10%.
Tools & Equipment: a workroom and forge will cost 310-400gp. Additionally, 1-2 apprentices/ helpers must be employed, or only half the listed amounts can be made.
Training: costs 250gp per week, plus 500gp for materials.

TANNER

A character with this skill may attempt to skin and tan animal hides so that they may be used for leather work. If the skill check is failed, the hide is ruined and may not be used. Tanning is a lengthy process which cannot even be attempted without a properly equipped workshop and a plentiful supply of water. Undyed leather can be produced in 3-4 days, but tanning the hides of exotic animals and monsters will take much longer.

Tools & Equipment: aside from suitable premises, basic tools can be obtained in any town at a cost of 500gp plus 210-300gp for a workshop.
Training: costs 100gp per week.

TRADER/MERCHANT

Characters with this skill have experience in the buying or selling of goods for profit, and so may attempt to value common trade items. The DM may wish to limit the types of goods with which the character is familiar, but the skill will never allow a character to value specialist items such as armour, weapons, jewellery and so on. A trader will also know the major trade routes in her/his own area, and should be acquainted with the more famous sources of certain items (wine from the southern vineyards, etc). A trader is also able to negotiate deals that are not cash-based, and should generally be more successful at haggling. The skill should also suffer penalty modifiers when used in an area with which the character has no familiarity.

Racial/Class modifiers: Half-orcs -15%.
Training: costs 100gp per week.

IMPROVING SKILLS

Whenever a character gains a level, the player may wish to improve one or more secondary skills. The cost of such training is detailed under the individual skill descriptions and takes 3d4 weeks. Assuming that you are using d00 for checks, the following procedure seems most suitable:

- providing that the character has successfully used the skill in question during her/his previous level, the chance of improvement is equal to 100 minus the character's current skill score.
- the player rolls d100, and if the result is *greater* than the current skill score, the training has produced an improvement.
- the player may now increase the skill rating by 5%.
- the check is made only once, and after all time and money has been spent.
- if the throw was unsuccessful, the character may go through an additional period of training (equal in length and cost to the first) and have a further throw with a bonus of 10% to the roll.

The advantage of this system is that it makes improvement harder, the better one gets at any one skill.

If a character wishes to learn a new skill then the training period should be 24 weeks — twice the maximum possible.

BASE CHANCE TO LEARN FOR EACH BACKGROUND TYPE

	RURAL							URBAN							NOMADIC						
	Coast	Woods	Hills	Plains	Desert	Cold	Tropic	Coast	Woods	Hills	Plains	Desert	Cold	Tropic	Coast	Woods	Hills	Plains	Desert	Cold	Tropic
Alchemist	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	20%	45%	45%	45%	20%	20%	20%	20%	20%	20%	20%
Armourer	40%	40%	40%	40%	30%	30%	30%	40%	40%	40%	40%	30%	30%	30%	30%	30%	30%	30%	20%	20%	20%
Artillerist	30%	20%	30%	30%	30%	30%	30%	50%	40%	50%	60%	50%	50%	40%	-	-	-	-	-	-	-
Astrologer	50%	50%	50%	50%	60%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%
Bowyer	70%	80%	60%	60%	60%	60%	50%	70%	80%	60%	60%	40%	60%	50%	70%	80%	60%	60%	60%	60%	50%
Carpenter	70%	80%	60%	70%	-	40%	40%	70%	80%	60%	70%	10%	50%	50%	70%	80%	60%	70%	-	40%	40%
Farmer	80%	80%	80%	80%	-	-	20%	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Fisher	90%	50%	40%	50%	-	30%	20%	90%	30%	10%	40%	-	20%	10%	90%	50%	40%	50%	-	30%	20%
Gambler	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%	50%
Herbalist	60%	70%	60%	70%	10%	10%	70%	10%	40%	10%	10%	-	-	10%	70%	80%	70%	80%	20%	20%	80%
Horseman	50%	70%	50%	80%	60%[1]	50%	50%	30%	30%	10%	50%	60%[1]	50%	10%	60%	80%	70%	90%	90%	80%	50%
Hunter	50%	70%	70%	60%	10%	80%	50%	-	-	-	-	-	-	-	70%	90%	80%	80%	50%	80%	70%
Jeweller	30%	30%	30%	30%	10%	10%	10%	50%	50%	80%	80%	40%	40%	20%	-	-	-	-	-	-	-
Lapidary	30%	30%	30%	30%	10%	10%	10%	50%	50%	80%	70%	40%	40%	20%	-	-	-	-	-	-	-
Leather-worker	50%	50%	50%	50%	50%	50%	50%	60%	60%	60%	70%	50%	60%	30%	40%	40%	40%	40%	40%	40%	40%
Limner	30%	30%	30%	30%	10%	10%	10%	50%	50%	50%	50%	50%	50%	50%	-	-	-	-	-	-	-
Mason	50%	40%	70%	60%	10%	10%	10%	60%	50%	70%	70%	50%	50%	40%	-	-	-	-	-	-	-
Mechanic	30%	30%	30%	30%	10%	10%	20%	50%	50%	50%	50%	50%	50%	50%	-	-	-	-	-	-	-
Miner	-	-	50%	30%	-	50%	-	-	-	40%	20%	-	10%	-	-	-	20%	10%	-	10%	-
Navigator	40%	20%	10%	30%	-	10%	10%	70%	40%	30%	60%	-	50%	20%	60%	30%	20%	50%	-	20%	50%
Sailor	80%	30%	20%	50%	-	40%	40%	80%	50%	40%	70%	-	40%	40%	80%[2]	40%[2]	40%[2]	60%[2]	-	50%[2]	-
Smith	50%	50%	50%	50%	30%	30%	30%	60%	60%	60%	60%	50%	50%	50%	30%	30%	30%	30%	30%	30%	30%
Tanner	50%	50%	40%	60%	-	10%	10%	60%	60%	50%	60%	-	40%	40%	-	-	-	-	-	-	-
Trader	50%	50%	50%	50%	30%	30%	30%	70%	60%	60%	80%	60%	60%	60%	50%	50%	50%	50%	50%	50%	50%

[1] This skill applies to camels as well!

[2] Nomad sailors not on coasts are always oarsmen/freshwater travellers

	RACE MODIFIERS					CLASS MODIFIERS									
	Dwarf	Elf	Gnome	Halfling	Half-orc	Cleric	Druid	Fighter	Paladin	Ranger	MU	Illus'nist	Thief	Assassin	Monk
Alchemist	-10%	-05%	+10%	-15%	-05%	+35%	+35%	-	-	-	+60%	+50%	-	-	-
Armourer	+20%	+10%	+15%	-	+10%	+30%	+30%	+40%	+30%	+30%	-	-	+10%	+10%	-10%
Artillerist	+20%	-	+20%	-05%	+05%	+20%	+20%	+40%	-	+10%	-	-	+10%	+10%	-
Astrologer	N/A	+20%	-50%	+05%	-10%	+50%	+50%	-	-	-	+40%	+50%	+10%	-	-
Bowyer	+10%	+15%	-05%	+10%	+10%	-	-	+30%	+10%	+40%	-	-	+20%	+30%	+20%
Carpenter	-	-	+05%	+10%	-	+40%	+40%	+20%	-	+10%	-	-	+10%	+10%	+10%
Farmer	N/A	-05%	N/A	+20%	N/A	-	+20%	+20%	+10%	+20%	+10%	+10%	+10%	+10%	+10%
Fisher	N/A	-05%	N/A	-10%	-	+30%	+20%	+30%	+20%	+40%	+10%	+10%	+10%	+10%	+10%
Gambler	-	-	-	-	+20%	+40%	+40%	+40%	+10%	+40%	+40%	+40%	+45%	+40%	+20%
Herbalist	-10%	+10%	-05%	+05%	-	+10%	+50%	+10%	+10%	+30%	+10%	+10%	+10%	+10%	+20%
Horseman	-10%	-	-05%	-05%	-	+20%	+20%	+30%	+40%	+30%	+10%	+10%	+20%	+20%	+10%
Hunter	-	-	-	-	-	+30%	+30%	+40%	+10%	+50%	-	-	+20%	+20%	+30%
Jeweller	+15%	+05%	+10%	-	-	+10%	+10%	+10%	+10%	+10%	+10%	+10%	+15%	+15%	+15%
Lapidary	+10%	-	+15%	-	-	+10%	+10%	+10%	+10%	+10%	+10%	+10%	+15%	+15%	+15%
Leather worker	-	-	-	-	-	+40%	+40%	+40%	+30%	+40%	+20%	+20%	+30%	+30%	+40%
Limner	-	+05%	-	+10%	-	+40%	+40%	+50%	+60%	+40%	+10%	+10%	+10%	+10%	+10%
Mason	+10%	-05%	-05%	-	+05%	+30%	-	+10%	+10%	+10%	+10%	+10%	+10%	+10%	+10%
Mechanic	+05%	-	+10%	-	-	+10%	-	+30%	+10%	+20%	-	-	+40%	+40%	+20%
Miner	+15%	-20%	+10%	+10%	+10%	-	-	+40%	+10%	+30%	-	-	+10%	+10%	+10%
Navigator	N/A	+10%	N/A	N/A	-05%	+20%	+40%	+20%	+20%	+30%	+20%	+20%	+10%	+10%	+20%
Sailor	-20%	+10%	-15%	N/A	-05%	+20%	+20%	+40%	+20%	+20%	+20%	+20%	+30%	+30%	+30%
Smith	+25%	-	+10%	-	-	+10%+20%	+40%	+10%	+20%	-	-	+10%	+10%	+20%	
Tanner	-10%	-	-	-	-	+40%	+40%	+30%	+20%	+30%	+10%	+10%	+20%	+20%	+40%
Trader	+10%	-	+15%	+05%	-10%	+10%	-	+10%	+10%	+10%	+10%	+10%	+30%	+10%	+20%

PELINORE

After Dark In The City League

Here it is, the definitive guide to the night life of your favourite city. And what a choice there is! For the discerning, money-spending adventurer, the entertainments on offer can make a big difference to status, prestige — and the amount of money left in the pockets.... Two things to remember. Most adventures start with a session in a tavern, where a rumour or an NPC provides the right starting point. If you have greater variety in the way your PCs spend their time between jobs, you can make them hunt work, searching for the one NPC who is hiring ne'er-do-wells for a foray into the Sarpath Mountains. Second, there's no finer way to keep your PCs on their toes than by introducing them to a few alternative methods of losing money, getting into trouble with the City authorities, or into a bruising brawl with some petulant sailors.

The Entertainments Guide

Each category below has a few notes attached, referring to some of the normal activities in each place. **SL** is Social Level (see the boxed section opposite), the minimum level you should be (or appear to be) to get in. All NPCs should follow the same rule. **x** is the modifier to prices, a rough guide to the cost of food and drink. **T** is the percentage chance of a thief being drawn to a party member in any one hour spent in the establishment. **Mod** is the Place Modifier to the *Getting Spotted* chance, if you use the *Law and Order* tables from Imagine #18.

Pubs: Obvious, but a normal choice. Several have been detailed in Imagine, like the Black Pig (**#17, 4**), the Blue Piper (**#27, 63**) and Fond Celine's (**#18, 11**). All have a complete stock of ales, wines and spirits, about 80% have food. Only people desperate for help, and unknowledgeable about where to find it, look for adventurers in these places. Most of the jobs on offer will be bodyguarding, thieving or other small beer. The Black Dragon, on the edge of the Communities, is a known haunt of the Adventurers' Guild, where work might be easier to find.

SL 0 **x1** T5% **Mod** +5

***SL, x** and **Mod** will be higher in better districts.*

Clubs: A much greater level of entertainment can be had if you beome a member of a fashionable club. The Cornucopia (**#25, 33**) is one already detailed, but there are others. Fat Ronned's is a connoisseur's drinking emporium, aimed at those prepared to pay for the best food and wines, where government officials vie for street credibility. The Carathenium is a gambling den, in which the members bet on *everything*. The High Walk in the New City can only be reached across a narrow plank bridge 150' up; fine enough when you're sober, but many a punter has fallen a long way to the gutter after closing time. Abrasim's is just about the only club for magic users and illusionists anywhere in the known world; many of the clientele are very fond of magical jokes. Membership fees for any club should be at least 100gp a year, and PCs will need to be introduced by an existing member. Many people know these places are the haunts of adventurers, and come looking when they need to hire.

Cornucopia	**SL** 4	**x3**	T10%	**Mod** -20%
Fat Ronned's	**SL** 2	**x5-10**	T1%	**Mod** -5%
Carathenium	**SL** 3	**x5**	T12%	**Mod** +10%
High Walk	**SL** 1	**x1.5**	T15%	**Mod** -35%
Abrasim's	**SL** 2	**x4**	T0%	**Mod** -5%

Boxes: This is how to impress someone. Hiring or purchasing a box at one of the great event stadia makes sure people come looking for *you*, and not just any old adventurer. Boxes are available at the Arena (**#21, 21**), but they only come up for purchase at a rate of about 3 a year, and the nobility snatch them up. A box can be hired for a particular event for about 400gp. Don't go along when the animal baiting is on though, it's always crowded. Theatres, like Piper's (**#27, 74**), are good places. You can buy a box for 100-1000gp, hire it out for 1-3gp any night you don't want it, and find people beating a path to your door. The boxes at the Temple of Ten Thousand Ravens are good too; 600gp a year to watch your friends being prosecuted. Many of those who think they are innocent plead to the boxes for someone to help prove it. The Adventurers' Guild and several key individual entrepreneurs keep coming to the court for just that reason, and not just to throw mouldy fruit like some of the other patrons.

Arena	**SL** 1	**x10**	T0%	**Mod** +25%
Theatre	**SL** 3	**x10**	T0%	**Mod** +10%
10,000 Ravens	**SL** 5	**x10**	T0%	**Mod** +80%

Halfling Football: An impromptu event, organised at short notice and advertised by word-of-mouth. Invented by itinerant Dwarven construction workers, the game has been adopted by t'League, despite it's illegal trappings. Normally played in a large bar or warehouse, two teams attempt to get a halfling into the opposing goal by ant means. The halfling is not usually a volunteer, but will normally agree to 'score' for one side or another in exchange for protection for the rest of the match; some, like Wolfstag (unbeaten in the last five years), become City-wide celebrities. The game is usually interrupted by the District Militia. Rumour has it that the Knights Ocular are the best team in the City....

SL 1 **x2** T12% **Mod** +15%

Bordellos: For fear of upsetting delicate sensibilities, we shan't make too much of what happens at these places. Suffice it to say that the rate for the entertainment varies from a few silver pieces to 250gp, and you always pay for quality (or for the lack of it). The most famous is Jetta's in Docklands, the garish permanent **faerie fire** cast on the building by a grateful patron being a famous City landmark. The Harp Club in Arena Way has speciality dance acts, and charges a 10gp entrance fee. The quickest way for a bored PC to create a little action would be to visit the Temple of Su-jo-tara, behind Piper's Theatre, with a cleric of any other deity. The rituals at this place are enough to make the hair fall out.

Jetta's	**SL** 5	**x5**	T10%	**Mod** +5%
Harp Club	**SL** 3	**x3**	T15%	**Mod** -5%
Su-jo-tara	**SL** 1	**nil!**	T4%	**Mod** -2%

The City Races: One way to prove your fitness. On two Festival Days a year, races are run through the streets, with special classes for horses, strange beasts, magical and mechanical mounts, and straight running. Watching is almost obligatory, participating can lead to adventures all of its own. Cheating is considered unsporting, but no class has ever been one without at least a little.

SL 1 **x½** T15% **Mod** -5%

The Immortals: *The* restaurant in the City League. The most famous dishes in the world are cooked here by Loperis, the great chef from Dontaldor; *Vampyre*, fried stirge in blood and garlic sauce; *Cockatrice au Vin* etc.

SL 4 **x15** T3% **Mod** +5%

Galluf: This might seem crazy, but there is a club just outside the City where all the notables go to practice hitting a white sphere around the country with a slender mace, trying to make it fall down a hole that must be AC-15.... While they wander around, they do all sorts of deals, and much of what happens in the City is decided during a game of Galluf. The Clerical and Ancient Club is the best, if you have 750gp for annual membership.

SL 4 **x1.5** T2% **Mod** -25%

Social Level

This concept should be introduced to run alongside class level and charisma as a means for estimating the 'influence' or prestige of a character. It gives all adventurers a rank directly equivalent to the ranks of the Freeman character class, and thus compares adventurers to civilians. The table below shows how different classes would rise:

Character class levels

Cv Pl	F Cl	T	As	MU	SL	Notes
			1	1	1	poor beggars....
1	1	1	2-3	2	2	
2	2	2-3	4-6	3-4	3	minor local reputation
	3	4	7-8	5-6	4	regularly observed by Knights Ocular
3	4	5-6	9	7	5	
	5	7	10	8	6	City-wide reputation within class
4	6	8-9	11-12	9	7	
	7	10	13	10	8	Name known all over city
5	8	11	14		9	Brought to the attention of the Katar
6	9	12	15	11	10	Near-noble, involved in City politics

Social Level can be used to modify Reaction rolls by the difference between levels. Note that the Social Level depends on people knowing about you; if not a Guild member or an authentic self-publicist, then SL will be lower. Temporary SL increases can be bought by indulgent spending of money; 5,000gp buys a one-level increase for two weeks

The Order of Blue Light — by Paul Emsley

One of the great mysteries of any campaign is just what is it that motives a cleric to become an adventurer? In a campaign-less game, it is easy to imagine the cleric as a kind of souped-up Friar Tuck, but how do they fit into the adventuring mold otherwise?

In the world of Pelinore, we have shown how the Gods are only able to operate in the physical world through having worshippers and servants. Those humans and humanoids who believe in the existence of a God, and those who, in some way, follow the 'teachings' or demands of a God, give that deity power. Of course, there can be no greater servants than the clerics and paladins who operate solely in the interest of that deity.

The adventurer-cleric or paladin is, therefore, not as strange an idea as it might seem. By performing heroic deeds in the name of a deity, a cleric enhances the power of that deity. And if a few other mortals can be converted — or removed from the worship of an opposing deity in some less subtle fashion — so much the better. Adventurer clerics are no different to their brothers and sisters who run temples or perform rites; each activity is valuable to the deity.

Therefore, most deities have one or more specific Orders connected to their religion, which embrace adventurer clerics and paladins. It is likely that most PC clerics are members of an Order of this kind. This month, we take a close look at one such Order — The Blue Light Order of the Religion of Saith.

Saith the Protector — vengeance-giver of Law

The religion of the LG deity Saith has a very simple organisation as befits its clarity of purpose. Many towns and cities will have a Temple dedicated to the deity, where clerics perform acts of worship and pursue activities central to the faith; as healers of plague and disease and aid-givers to the poor. Most temples also have a military Order of Paladins attached, which performs the functions of law-giving, judging and the pursuit of wrong-doers (*see references to Saith, issue 26 Imagine; the Order of Paladins is one of the Religious Orders referred to in the Law and Order article in issue 18*).

However, there is one group which is only tenuously under the control of the central heirarchy of the religion of Saith. It is to this Order that a few paladins and those clerics of an adventuring nature belong. The Blue Light Order is an 'unofficial' organisation, hidden within the ranks of the main religion. In fact, most worshippers of Saith believe this Order has forgotten the Command of Saith to his warriors 'To Pursue The Enemies Of Law With Steel And Shield, And To Revenge Their Wrong-Doings'. For the zealous paladins of the central religion, members of the Order seem too independent, too willing to let others do the work.

But, curiously, Saith has found a place for these clerics and paladins, and has even granted them spells to aid their work. This religion-in-a-religion is the normal affiliation of all adventurers who serve Saith, much to the chagrin of those who serve the deity in other ways.

The Order

The Order has no seperate Temples or premises of its own, and exists under the shelter of the 'parent' religion, despite the opposition there. Its members are normally secretive about their affiliation, although the leadership of the Order are strong enough to proclaim their position openly. They are chosen, it is said, by the deity himself. The current leaders are:

Title	Rank	Present Holder/Base
Blue Light	1st cleric	Hamilla (C8 — City League)
Green Star	2nd cleric	Valian (C7 — Xir)
Red Moon	1st paladin	Lastigan (P8 — City League/High Lygol)
Yellow Sun	2nd paladin	Hermial (P6 — Bereduth)

Joining The Order

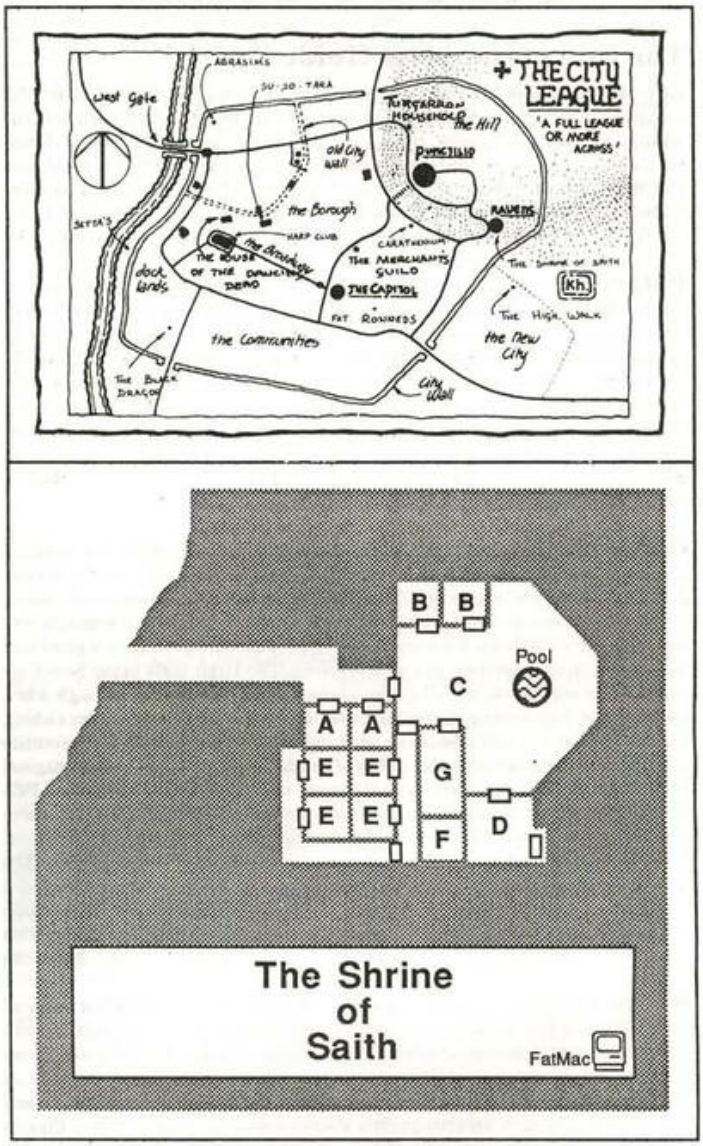
The Order is open to all clerics and paladins of Saith, and application is normally made to one of the leaders named above. A lower member of the Order will interview the prospective member at the nearest Temple, and some sort of endurance test will have to be passed (DMs could devise something, or merely require PCs to have a minimum CON of 10). Clerics must then embark on an uninterrupted course of study for one month, after which their spell list will have altered to suit that given below. They will also know the new spells appropriate to their level.

Advancement through the Order is slow. Ranks are held until death or promotion. Beneath the leaders listed above, there are GrandMasters of the Order in each country of the Domains, and a Master within each temple. These leaders rarely adventure, and keep their position secret from outsiders.

Clerics and Paladins may only advance to the 8th level of experience in the service of the Blue Light Order. Once renounced, all benefits of membership are lost forever.

The Shrine of Saith

One place, and one place only, is sacred to the Order. An abandoned Temple in the City League, below the Court of Ten Thousand Ravens, is used once a year for meetings of the Order, which any member can attend. Notice of the meeting is normally given a month in advance. It is at these meetings that appointments are made to posts that have become vacant. All the leadership of the Order will attend.



The two rooms (A) are normally locked; during the meeting they will be occupied by acolytes and low-level paladins, acting as guards. Weapons and personal belongings will be stored in the two rooms (B). (C) is the Shrine. This is open all year round to passers-by, who use the pool as a receptacle for small donations to Saith. (D) is a smaller shrine used by the leadership of the Order for private meditation, while the rooms marked (E) are guest rooms for those who have travelled far to attend the meeting. Naturally these, and the Archive Room (F) are normally locked throughout the year while the Shrine has intermittent public use. The Keeper of the Shrine, Athnull, lives in room (G).

The Leadership of the Order

80a **Hamilla Vratin;** F; C8; L/LG;
mace +2; hp 38/43; AC2

H	
S	14
I	13
W	18
D	10
C	16
Ch	14

□ *Tidy, wears Blue Light robes over armour; wears bag containing 3* ***potions of healing, potion of extra-healing,*** *scroll of* ***restore blood***
□ *Blue Light – First Cleric of Order*
□ *Quick-witted, efficient; ambitious enough to know that membership of Order is holding her back*
□ *Knows Anatol (**14k**); known throughout City League, many enemies among the hierarchy of the Religion of Saith*

80b **Valian of Longstone;** M; C5; L/LG;
mace; hp 20/25; AC 2

H	
S	16
I	9
W	14
D	13
C	12
Ch	14

□ *Tall, swarthy, vacant eyes; wears green robes over armour; carries vial of* ***extra healing potion*** *on chain around neck*
□ *Green Star – Second Cleric of Order*
□ *Fanatic, but slow thinking; poor organiser; severe disciplinarian*
□ *Well-known in Xir, but only ever comes to City League for the meetings*

80c **Lastigan (Knight Banneret);** M; F8/P8; L/LG;
longsword +3 (detect evil); hp 48/56; AC 2

H	
S	18[11]
I	15
W	15
D	12
C	15
Ch	17

□ *Red-haired, tall and exceptionally handsome; wears armour and red cloak*
□ *Red Moon – First Paladin of Order; Knighted by Katar for services to City League*
□ *Proud, loyal, industrious – the perfect leader*
□ *Famous throughout the City League, Cerwyn and Theocratic Principalities; many admirers; due to marry the GrandMistress of the Order in Cerwyn, Tanora di Lygol-Regis (80e)*

80d **Hermial;** M; F5/P5; L/LG;
longsword +1; hp 28/32; AC 2

H	
S	17
I	12
W	15
D	10
C	12
Ch	18

□ *Laughing, bright face and manner; radiates sensitivity; striking eyes; yellow robes over armour*
□ *Yellow Sun – Second Paladin of Order*
□ *Efficient deputy; occasionally reckless*
□ *Has lived in the shadow of Lastigan; secretly negotiating with the main body of the religion of Saith for re-instatement in the Order of Paladins with advanced rank.*

80e **Tanora di Lygol-Regis;** F; C5; L/LG;
mace +2; hp 25/30; AC 9/10

H	
S	8
I	16
W	12
D	12
C	10
Ch	17

□ *Noble, striking good looks; disdains armour, wears red robes*
□ *GrandMistress of Cerwyn for Order*
□ *Very intelligent, multi-lingual and an excellent administrator of the affairs of the Order in Cerwyn*
□ *Part of the household of both the Duke of Bereduth and the Countess Flavia of Cerwyn; her forthcoming marriage is leading to a fast rise in her notoriety*

80f **Athnull,** the Warden of the Shrine, lives here, and is responsible for its maintenance. He is C2, AC 4, hp 10, and one of the lesser-known inhabitants of the entire city. If encountered at the shrine at any time other than during the Meet, he will appear senile and stumbling. He is, in fact, a very sharp old man.

Spells

Once accepted into the Order and trained, clerics of the Blue Light are restricted to the following spell lists. Essentially, the purpose of the Order is to provide support for those who combat wrong-doing and evil, as opposed to the philosophy of the main body of the religion which is all for getting in there and smashing them yourself. Thus, the Order has a strong tradition of providing a service of adventuring healers, who travel with those who do Saith's work, and help them stay in the fight.

Spell Lists

1: bless (C1)
create water (C1)
cure light wounds (C1)
purify food & drink (C1)
purify water (D1)
remove fear (C1)
slow poison (C2)
spell of awakening (WD -Best of 1)

2: create food & water (C3)
cure blindness (C3)
cure deafness
cure disease (C3)
cure dumbness
dispel illusion (I3)
remove paralysis
warmth

3: calm spirit
cure serious wounds (C4)
dispel exhaustion (I4)
dispel magic (C3)
neutralize poison (C4)
remove curse (C3)

4: cure critical wounds (C5)
cure insanity
dispel evil (C5)
light of incarnation
restore blood
limited wish (C5)
raise dead (C5)

New Spells

Cure Deafness/Dumbness: Level 2; Range: touch; Duration: permanent; AoE: creature touched; V, S; Cast in 1 turn; ST none
These spells will cure the relevant ailment, except in those cases where severe damage has been occasioned to the organ concerned.

Remove Paralysis: Level 2; Range: touch; Duration: permanent; AoE: creature touched; V, S; Cast in 7 segments; ST none
This spell will cure all types of paralysis, except where physical damage to the spinal cord is too severe. The spell can be used against the paralysis effect of monsters.

Warmth: Level 2; Range: touch; Duration: 1 turn/level; AoE: creature touched; V, S, M; Cast in 5 segments; ST none
This spell will confer warmth on the creature touched, enabling it to withstand non-magical freezing temperatures. The material component is an icicle.

Calm Spirit: Level 3; Range: 1"; Duration: 2 rounds/level; AoE: 1 creature; V, S; Cast in 4 segments; ST negates
This spell will stop an insane or possessed creature from resisting the effects of certain spells (*cf* Insanity, DMG p83). During the casting of this spell, the creature must be immobilised, for at the end of the spell's duration, it will have one last bout of madness which will have three times the force of anything that has gone before. However, the creature will be open to spells in the meantime.

Cure Insanity: Level 4; Range: touch; Duration: permanent; AoE: 1 creature; V, S; Cast in 6 segments; ST None or negates
This spell will cure any form of insanity. However, like most mind-influencing spells it cannot be used with certainty on an insane creature without the application of a **calm spirit** spell. If the latter spell has been cast, no ST is required; without it, a successful ST will resist the curing attempt.

Light of Incarnation: Level 4; Range: 1"/level; AoE: 10' diameter sphere; V, S, M; Cast in 6 segments; ST special
Upon casting this spell, a blue light comes into effect, creating a sphere about the point of origin, into which no undead may venture, unless magic resistance or a saving throw permit. Furthermore, the spell adds a +2 bonus to damage for all those within the sphere and a -2 penalty on attacks from without it.

Restore Blood: Level 4; Range: touch; Duration: permanent; AoE: 1 creature; V, S, M; Cast in 8 segments; ST none
This spell will restore blood to a creature at the rate of 1 pint per round up to a maximum of 5 pints. Each pint restored will heal 1d6 points of damage, up to the creature's maximum. The spell will only work to restore damage where blood has been let or drained. The caster must maintain concentration throughout the period of transfusion for the maximum quantity to be achieved.

Using the Blue Light Order

Although the Order is specifically one for adventurer clerics, PCs must not be allowed to act in any way that is not in the spirit of the worship of Saith. This Order is all about the rule of Law and vengeance against Law's enemies. The curative powers of the Order's clerics should not be used on thieves too often.... Nor should a cleric of Saith cast cures on other adventurers when their motives seem to be purely financial. By the same token, those fighters who seem to be carrying their swords against Saith's enemies shouldn't even have to ask for help, and their physical well-being will be the focus of the cleric's thoughts at all times.

IT'S A LIVING

The economics of life in the City League, Cerwyn and the Domains

This is the second part of an article designed to show how NPCs make their living in the City League and the lands beyond. The aim is to show the income and expenditure of non-adventurers, to help the DM decide how NPCs react when money is discussed. The following are examples of senior levels of Pelinorean society. The DM should be aware that much variation is possible.

When this article concludes next issue with a look at the earning powers of adventurers, the DM should have a good grasp of the way money changes hands in Pelinore. Peasant villages will not have 10,000gp to give the PCs as reward, and Guard Captains will not open the cell door for 30sp. Although the amounts will have to be altered to suit the style of your gaming, the proportions should stay the same.

THE OFFICER

Principally military, this class also includes court officials, taxmen, customs officers and other government functionaries. These will typically be F5 or Fr5; some will be higher. In certain circumstances, PCs will be able to enter this class at about that kind of level.

INCOME: Most officers are employed by the State, although a few might be found among the ranks of powerful Guilds, religious organisations and mercenaries. Most ranks within this class will be filled by the nobility of the area concerned, and it's not the sort of work you can drop in and out of casually. But the money is good. A junior officer in the City League's Punctillan, a minor court officer, a dock master or a lieutenant could earn perhaps 40gp a month, while more senior officers, in charge of a company of men, a district militia, a harbour or the affairs of a government department would earn in excess of 300gp a month.

But the real fun and games start when you have one of those jobs where the paymaster expects you to look after all the details yourself. A colonel with his own regiment, or a plum job like Commander of the Punctillan or Master of Horse, attracts a lump sum for his or her services, and for all those he or she employs. A country that needed your regiment of 1000 light horse would happily pay a lump sum of 250,000gp to employ you for a year, expecting you to pay your troops and expenses out of that. Likewise, if you were placed in charge of the diplomatic mission of Bereduth in the City League, you would receive an annual grant of 100,000gp to pay for the building and staff. What you do with an amount of money like that is up to you, so long as you get the job done.

And with rank goes power. If you are in the right place at the right time, you can expect to attract a lot of people who will want to be seen with you. Junior officers will buy rank to serve under you, bribes will be offered for your guild to accept this job and not another, and so on. Until you get too greedy, there is a healthy living to be made out of your new status.

EXPENDITURE: Initially, there are some heavy expenses that go with your new rank. In most armies, navies and in the policing forces like the Punctillan, it is accepted that rank is purchased. The cost varies greatly. The lower officer ranks in the District Militia of the City League can be purchased for 250gp, while the rank of major in the Countess Flavia's Household Cavalry will set you back 3-4,000gp. You will also need to spend money on luxury items to give as gifts, and to impress your new colleagues. You will need the best quarters you can afford, and servants. A small villa with three or four servants — the right sort of accommodation for a young Punctillan captain — would cost 250-300gp a month. One all-night party for all the right people could face you with a bill of 100gp. But you need to spend it. It's the most unpopular officer of the customs department who gets to spend a long tour of duty at a toll bridge near the frontier, and the junior lieutenant who spends all day running inspections.

When you are higher up the ladder, these payments seem less important. Your costs are what you choose them to be. If your regiment of 1000 cavalry is really only 400 men and 30 horses, and the upkeep of these is just 5-6,000gp, that's not a problem. Of course, if your employer ever finds about about your slight over-estimate, you'll be in deep trouble.... Graft is almost expected — make sure you're not too honest, or you'll be missing out on a lot.

QUICK RECKONER:	*Income*	*Expenditure*
Militia lieutenant	*3500-4500gp*	*1250-3,000gp*
Commander royal escort (Cerwyn)	*20,000gp*	*6,000-10,000gp*
Senior ministry official	*200,000-1,000,000gp*	*50,000-600,000*

THE RICH MERCHANT

If trade has been your route to fame and fortune, then the pinnacle of your achievement will be to become a Guild Master. The really important Guild Masters have complete control over some expensive commodity in an area, and exploit it ruthlessly. Most governments will sell you a monopoly, the price being based on the total value of the commodity. For example, the monopoly to ship spice in and out of the Theocratic Principalities is held by one merchant. When he bought the 10 year monopoly for 3,000,000gp, the trade was worth 1,200,000gp a year. In the eighth year it nets him about 2,000,000gp a year. He was in the right place at the right time....

INCOME: Well, you tell us! Some merchants with exclusive monopolies, or a rare commodity to sell, or an exclusive transportation system, can make millions. Very often these transactions are in kind, that is to say that the merchant accepts payment for one lot of goods in goods of another type, and obviously it is difficult to keep tabs on a rich man's worth even when the payment is in cash. But, essentially, there are very few in this class who have to think twice about ordering a second bottle of wine with their meal.

The scale of their income makes them virtually impossible to bribe in cash terms, and if PCs want something from a merchant they will have to offer some service, or give something of great value (every rich man knows the virtue of **rings of protection**....).

The only way to figure what an adventurer-merchant PC might earn is as a percentage figure of what they put into the business. If a PC invests tens of thousands of gold coin in an enterprise, allow a 5% chance of it all being lost, a 5% chance of it being doubled in a year, and a broad scale of profit and loss in between, averaging out at about a 5-7% profit. If that doesn't sound a lot to your players, just tell them that the real money-makers are doing this kind of thing 18 hours a day, 7 days a week....

EXPENDITURE: In dealing with NPCs, adventurers will find that money can mean all or nothing to a rich merchant. If there is something the merchant wants badly enough, then the money he or she will pay for that item will be out of all proportion to its actual 'worth'. The ransom for a kidnapped child, for example. On the other hand, a rich merchant is likely to pay *less* than a small one to a group of tough-guys employed to look after a warehouse. That's how they got to be rich, after all.

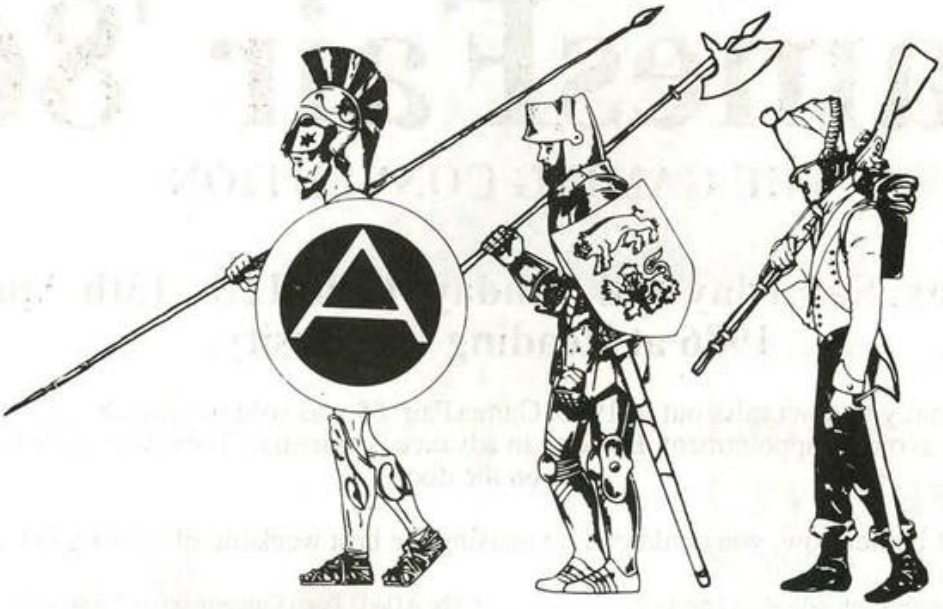
A rich man shows he is rich by what he spends. Buying a great house, throwing the most extravagant balls, donating huge sums to the local monarch's favourite charity or to a temple; this is how a rich man climbs the social ladder. And even though the sums seem ruinous, they are probably only a fraction of what the merchant has earned. But newly-rich PCs, earning money from a dirty profession like looting the caves of innocent dragons, have to spend even more to make the same impression.

A good DM can make a party with ten million gold pieces poverty-stricken overnight. Taxes are the best-known method, but don't be afraid to have your PCs robbed, swindled, talked out of donations, blackmailed, forced to pay ten times the price for everything; burn down their 90,000gp houses, have the Katar insist on a 150,000gp 'loan' for a great building project, and never forget that there is an army of people who have a claim on that wealth, from beggars to GuildMasters. If a PC wants to be a success in commerce, then it's goodbye to nights out with the boys, I'm afraid.

THE NOBLE

Dealings with the nobility, or whatever the uppermost caste call themselves, are the trickiest type to run. As with merchants, the actual wealth of a noble is not the point, it's how fast it goes up or down. Nobles can even be impoverished, while we have assumed that a rich merchant is someone who could find 10,000gp for a bribe out of petty cash. But nobles have several peculiarities, which mark them out from the herd. For example, nobles will have no sense of value, unless they are merchants too. If they think 20,000gp for a mirror is a fair price, they will pay it. They might, on the other hand, think 0gp is an equally suitable sum, expecting that the person offering the mirror wants to offer it as a gift. By the time you have spluttered that you thought the Duke might want to *buy* it, he'll be talking about horse racing. If you offend him by going on and on....

Hereditary nobles should be capricious, and conscious of their status. These are the people who think they have a right to something for nothing. Never make two dealings with them the same. Nobles who — like PCs, perhaps — gain title through actions or purchase, should expect to pay more often to get what they want. Being an aristocrat doesn't actually entitle you to anything outside of lands and title, but it opens many doors that have been closed up until now.



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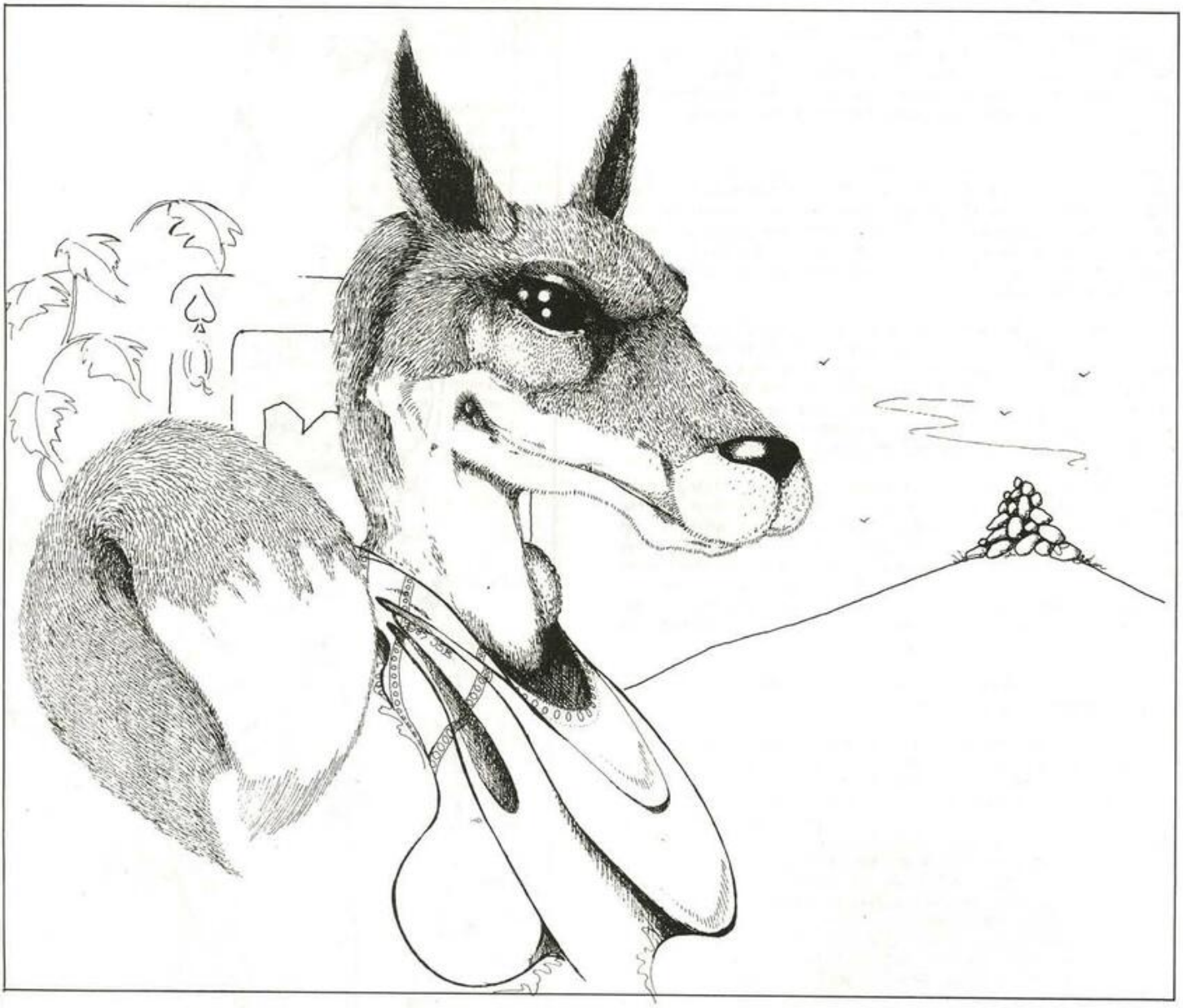
find the Lady

by Graeme Davis



PART 1 - INTRODUCTION

Find the Lady is an adventure for the **D&D** and **AD&D** game systems. It is designed for a party of 1st - 3rd level characters, with secondary skills generated according to the article in this issue. This scenario was not designed with any set number of characters or mix of professions and levels in mind, and could equally well be run as a group or solo adventure. It can be played as a one-off adventure or as part of the Pelinore or Zhalindor campaigns, and notes are included on placing the adventure in either world.

If you intend to play in this adventure, please stop reading here. The rest of the information is for the DM alone.

Find the Lady is divided into twelve sections, as follows:

Part 1 (this section) is an introduction to the adventure with background information for the players.
Part 2 provides additional information for the DM with an explanation of the terms and abbreviations used in the module.
Parts 3 - 10 are the detailed keys for the various locations in which the action takes place.
Part 11 contains a few suggestions concerning the aftermath of the adventure, in which the players will find themselves with something of a problem.
Part 12 provides the information on using this adventure in the Zhalindor or Pelinore campaigns.

PLAYERS' INTRODUCTION

If the DM is intending to use this module with either the Pelinore or Zhalindor campaigns, he should consult section 12 for further details **before** giving the players any kind of introduction. The introduction given below assumes that the module is being used as a one-off adventure and will require some minor modifications if it is to be used as a campaign introduction. However, if the players are on good terms with their local innkeeper the DM need do little more than alter the name of the hostelry and its owner.

The adventure begins in the city, where the party are resting between jobs. One evening, as usual, they retire to the sign of the Blue Boar, a favourite adventurers' haunt, for a meal and some of their fine ale. The landlord, Fat Odo, tips them a wink and nods towards a lone figure sitting by the fire.

'Just blew in today,' he says, 'She comes in every once in a while - seems to be in the same line of business as yourselves. Don't know if you've heard of any expeditions or suchlike being planned, but it looks like she could do with the work. Had some bad luck, she says. I'm feeding and watering her on the house, for goodwill, but I can't go on doing that for ever.'

The figure Fat Odo points out is a human woman in her early to mid twenties. She is dressed in typical adventurers' garb of a worn and travel stained leather jerkin and breeches, and wears a pair of daggers on her belt. A longsword is propped against the table, near her hand. If the party approaches her, she will introduce herself as Riadha, onetime mercenary and now out of work.

'I'm afraid I can't buy you a drink,' she says, 'Things have been a bit lean recently. half my old group died on the last job, and the others went their own ways while I was stuck here healing up' - she pulls down the collar of her jerkin to reveal an impressive-looking scar on her right shoulder - 'So here I am. I don't suppose you've heard of any work going at all? I've already had to sell my armour, and if things get much tighter the sword will have to go too.'

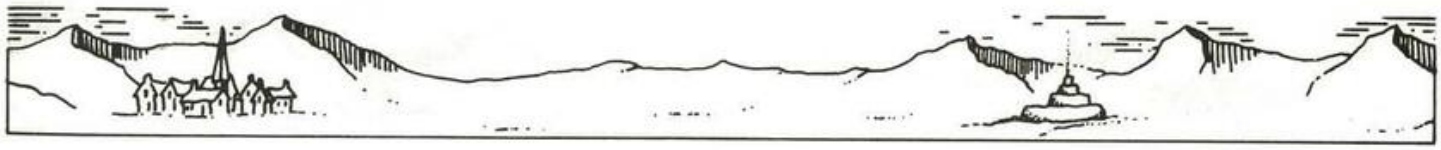
Through the evening, conversation turns inevitably to tales of past adventures, and Riadha tells of the last job.

'We were hunting bugbears in the mountains. They'd hit a caravan carrying about half a million in gems, and the owning family wanted the stuff back - plus any of the crew still alive and uneaten. Should have been a routine job, but wouldn't you know it, we had to find some clever bugbears. And we weren't careful enough, it has to be said. Anyway, they trapped us in a dead end, and we had to cut ourselves out through a couple of dozen of them. About halfway out, I took an axe in the shoulder - I should have died by rights - and Modo, our priest, managed to pull me clear and heal it part way. I was still in a coma, though, and they had to carry me out. Modo died fighting in my place.' - her eyes mist over slightly - 'Still, enough of that. Let me tell you about the time we took the Kao-Lyn ruby from the Temple of the Scorpion. Now that was a trip and a half...'

... And so the evening wears on, pleasantly swapping stories with a fellow adventurer over an excellent spit-roast side of boar and a comfortable amount of wine and ale.

As closing time comes round, Riadha picks up her sword and gets ready to leave. After thanking the party for their ale and company, she does a strange thing.

'Yes, you'll do,' she says, and drops a silver medallion on the table. 'Bring this where it belongs, first thing in the morning. And be discreet. Best clothes, no hardware - got it?' And with that, she is gone.



PART 2 - DUNGEONMASTER'S INTRODUCTION

Riadha used to be an adventurer, but that was a few years ago. She is now employed as a troubleshooter by the Turgarron family, one of the city's most powerful merchant families. Very few people know of this, however, as she works mostly undercover. Even Fat Odo, who knows most people and most things, knows Riadha only as an adventurer down on her luck. The adventures of which she tells the party are all genuine, but happened longer ago than she lets them believe. The scar is also genuine, but skilled use of cosmetics and staining agents has made it look fresher than it really is. During the evening, she has been sizing the party up, and finally she decided that they will serve the Family's purpose.

The medallion she left bears the wagon-wheel device of the Merchants' Guild on one face, and the device of a stag's head backed by two crossed staves on the other. Any PC who has the **Trader** or **Limner** skill may make a skill check to recognize this as being the arms of the Turgarron Family. This face was uppermost when she put the medallion on the table. This is partly an initiative test, and partly an invitation to visit the Turgarron house (see Part 3). If the party goes to the Merchants' Guild instead, they will be conducted to the Turgarron suite, where a family lackey will instruct them to go to the house.

It is not intended that Riadha should play any further role in the proceedings; her job was to recruit a suitable party of adventurers, nothing more. A full NPC description is given below, however, in case the DM wishes to use her at any stage.

Statistics for NPCs are given in the standard format used in Pelinore campaign material. While all the statistics are for D&D and AD&D, the general information about each character should allow referees using other game systems to generate the statistics they need fairly easily. Wherever information differs between D&D and AD&D (e.g. hp 8/11) D&D statistics are given before the slash and AD&D statistics afterwards.

Major NPCs are presented as follows:

Line 1:	Name, Gender, Class, Level, Alignment
Line 2:	Weapon, Armour Class, Hit Points
Line 3:	Race
Line 4-10:	Attribute scores, in the format 'S10' etc.
Line 4-10:	Indented from the attribute scores, character details.
	.appearance
	.occupation
	.personality
	.contacts

Minor NPCs are described in a briefer format, as follows:

Line 1:	Name, Occupation
Line 2ff:	Gender, Class, Level, Alignment, Armour Class, Hit Points, Weapons, magical items, and other distinctive equipment.

There may then be a brief character description.

The following standard abbreviations are used:
AD&D: Assassin, Acrobat, Barbarian, Bard, Cleric, Cavalier, Druid, Dwarf, Elf, Fighter, Freeman, Gnome, Human, Illusionist, Monk, Magic User, Paladin, Ranger, Thief, ½Elf, ½ling, ½Orc.
D&D (where not covered above): Avenger, Knight, Mystic.

Monster statistics are presented as follows:
Name, AC, Move, HD, hp., No. of attacks, Damage, Special Att. (SA), Special Def. (SD), Int., Align., Size, ML, Save. The last two figures are for D&D only.

Riadha F, F4, LN
Longsword +1, 2 daggers; **bracers of defence**; AC2, hp 20/25
Human

S 14	.wiry, ruggedly attractive
I 16	.ex-adventurer, Turgarron Family agent
W 12	.professional, cool-headed, given to understatement, sometimes abrupt
D 16	
Co 12	.Turgarron Family, various mercenary units and
Ch 15	adventurers; relationship with Family secret.

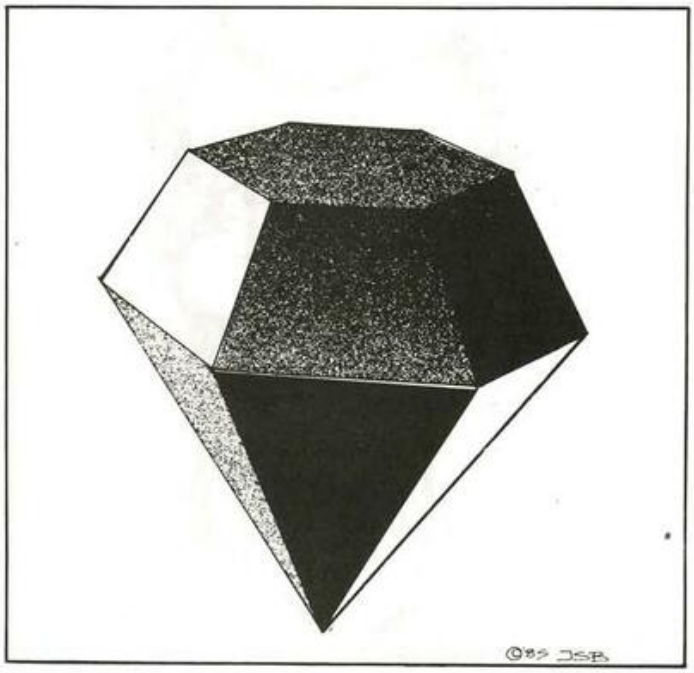
RUNNING THE ADVENTURE

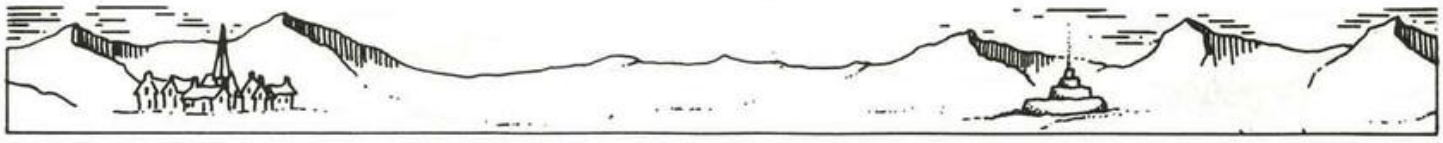
The DM should note that this module involves a great deal more thought and problem-solving, and less fighting, than most D&D/AD&D adventures. The party should be encouraged to think rather than fight, and to use their skills and good role-playing to accomplish their mission.

The first few scenes take place in a city of medium to large size, with a number of powerful merchant families, a merchant's guild, a bohemian theatre quarter, and a paramilitary City Guard acting as a police force, with barracks within the city walls and fortifications on the gates. A trade road leads from the city to the foothills of a small mountain range; a day's travel by merchant caravan from the city is a well-equipped waystation, the Halfway House. From there, the road begins to climb into the mountains, and goes through the narrow White Gates Pass into the neighbouring kingdom, where the action concludes in upland farming country.

The DM should take great care when running the city part of the adventure. Players who insist on starting fights while in the city will have to deal with the City Guard, who generally work in patrols of ten NM/LO fighters with a 1st or 2nd level officer. As in most parts of the adventure, a fight could lead to the party being severely mauled if not completely wiped out.

Throughout the adventure the DM should award experience for intelligent play, good role-playing and successful use of skills; experience awarded for dealing successfully with an NPC might be based on that NPC's 'combat experience' value, but should be modified according to the DM's estimate of the difficulty of the task and the skill with which it was accomplished.





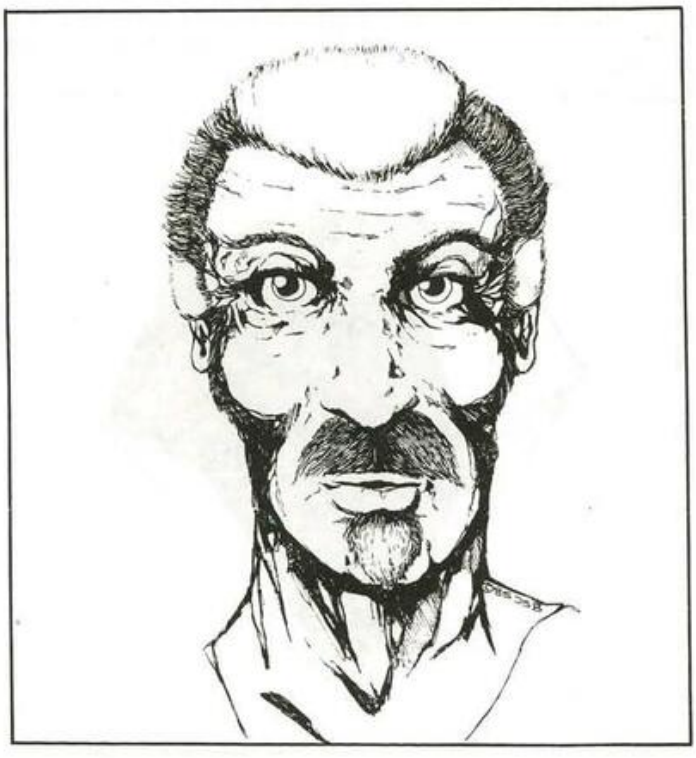
PART 3 - THE TURGARRON HOUSE

If the party appears at the Turgarron House in accordance with Riadha's instructions, they will be shown into the library, where Elsinore Turgarron will join them. Any character carrying any weapon other than a single dagger will be invited to leave surplus hardware at the door, and will be refused admission if he/she does not do so.

Elsinore Turgarron, merchant, head of Turgarron Family
M, Fr9, N, AC8/9, hp 25, **swordstick +2**, parrying dagger

Elsinore Turgarron is a distinguished looking man in his late forties or early fifties. He dresses and acts as befits a merchant prince and one of the most powerful men in the city, and he expects to be accorded the respect owing to his position. He is shrewd enough to recognize fawning, however, and has no time for sycophants. He is hiring the party as expert specialists, and expects them to do an efficient and professional job of work, for which he expects to pay a professional rate - 2,000gp a head, plus a bonus of 20,000gp, decreasing by 1,000gp per day until the job is completed. All fees are payable on completion, and the rate is not negotiable. The job must be undertaken in strictest secrecy, and the Turgarron name must never be mentioned. Breach of these conditions, and any other annoyance or embarrassment caused to the Family, will result in reduction of the fee. Once the party has agreed to these conditions, Elsinore will brief them as follows:

He recently was able to acquire a gem, a large emerald vulgarly known as the Sea Dragon's Eye (any character with the **jeweller** or **lapidary** skill may make a check to recognize the name of this stone, an almost legendary piece of incalculable value. It is surrounded by the usual crop of rumours about curses and a bloodstained history, and it is thought by some that the stone's very existence is no more than a myth). Marketing such a stone can result in enormous profits, and Elsinore had begun to prepare the ground for negotiations with a number of potential buyers. Two days ago, however, the stone went missing. Obviously, this affair could cause irreparable damage to the Family's name and reputation if it got out, hence the need for absolute secrecy.



Only three people knew about the stone at the time of its disappearance - Elsinore, his younger son Ansar, and Ansar's wife, Ildarel. This is where the case becomes complicated, for Ildarel has only recently died, and Ansar has been beside himself with grief for the last four days. The couple had been married barely a week.

At this point, the interview will be interrupted as a servant hurries in and whispers something to Elsinore. Telling the party to wait in the library, he leaves, and returns a couple of minutes later.

'Come with me,' he says, and leads them to the family crypt below the house. A strange scene awaits them there. Crouched beside the doorway, his face in his hands, is a young man of about twenty. A few flowers lie scattered at his feet, and two servants are trying to coax him into a standing position.

In the crypt itself, three coffins have been pulled down from their shelves. Their lids lie splintered on the floor together with the remains of their occupants. Elsinore allows the party a few moments to absorb the scene, then points to the young man on the floor.

'Ansar, my son,' he says drily. The young man is half-carried out of the crypt, leaving only Elsinore, the party and a manservant.

'These people are working for me,' Elsinore tells the servant, 'Tell us precisely what happened.'

'Well, sir,' the man begins, somewhat uncomfortably, 'Mister Ansar wanted to put some flowers on Madam Ildarel's coffin, sir. I came with him, sir, as you'd told me not to let him out of my sight, and when we opened the door we found things pretty much as you see them now. The sight of it must have been too much for Mister Ansar - as you know, sir, his nerves have been delicate since Madam Ildarel passed on so suddenly - and his scream brought the other servants here.'

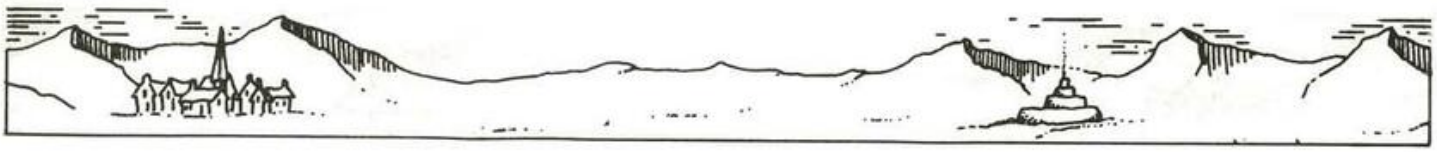
'Very good,' says Elsinore, 'You may go.' After the servant has left, he turns to the party. For the first time his imperturbable mask appears to be under strain.

'Damnation,' he says quietly, 'I like this less and less. I was thinking that Ildarel might be involved in the theft of the Sea Dragon's Eye in some way, and that she had been disposed of by some outside associate just before the theft. It all fitted, although I hadn't the heart to tell Ansar. Now I don't know what to think.' Abruptly, he becomes a little more of his old self.

'Well, gentlemen,' he says, ('Ladies and gentlemen' if there are female party members present), 'I hired you for your expertise, so I would suggest that you begin by putting it to use here. I shall instruct the servants to render you every assistance.'

Elsinore leaves the party alone to conduct investigations as they see fit; they are free to investigate any room and question any member of the household. Plans of the Turgarron house are included, as well as brief descriptions of the NPCs, and the DM should feel free to improvise details of furnishings. The following notes provide a brief summary of the clues available in the house; the players should be made to work for each clue, especially in the questioning of NPCs, who do not realize the significance of most of the information they possess and would not think to volunteer most of it. As always, the DM should reward intelligent moves, good role-playing and use of skills.

It will be permissible to question servants under **charm person**, but the party must be able to justify such an action to Elsinore and the charm must be lifted immediately after the questioning has ended.



The Crypt - If the disturbed coffins are investigated, scratch-marks will be found which a Ranger or a character with the **Hunter** or **Trapper** skill may be able to identify as having come from a small to medium-sized carnivore, possibly some kind of dog but definitely smaller than a wolf.

The bodies themselves are unceremoniously dumped on the floor of the crypt. It they are examined closely, it may be noticed that all bear signs of fresh damage. This is not at all surprising in view of the treatment they have lately received, but characters may make Intelligence checks to notice that all show skin lesions and broken bones, probably recent and certainly post-mortem, around the hands, wrists and neck. It will further be noticed that such jewellery as remains on the bodies is all of silver.

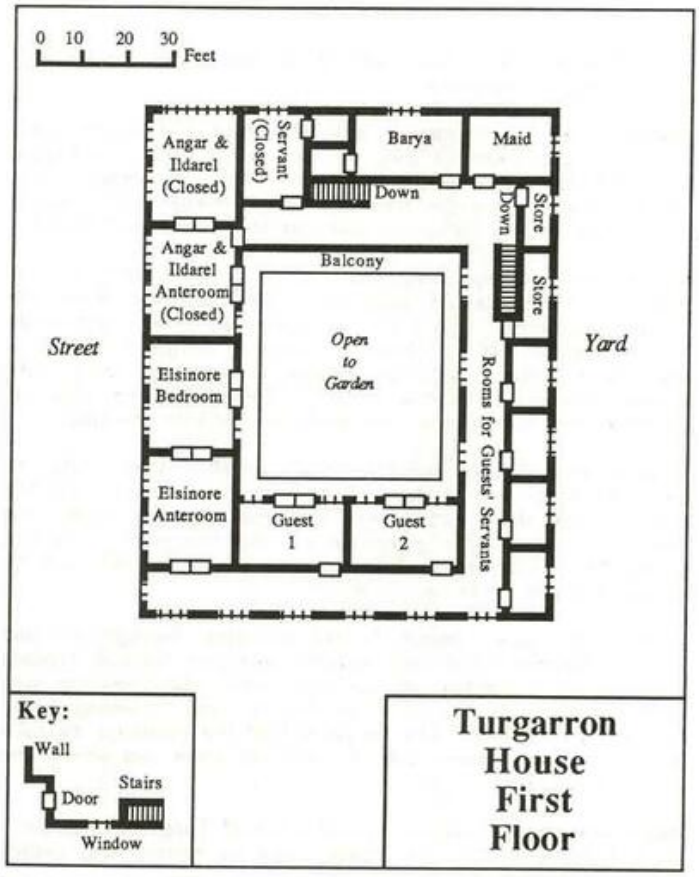
Although the crypt floor has a slight layer of dust, there are so many footprints from the rush of servants and even from the party themselves that no useful evidence can be found in this direction.

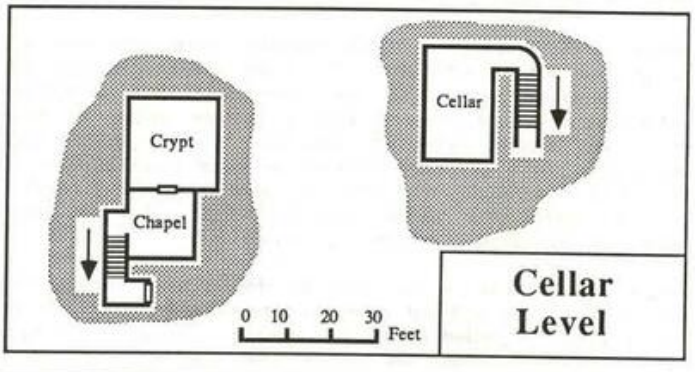
If the splintered coffin lids are examined closely, a few strands of red-brown hair will be found, caught in a splinter. A Ranger or a character with the **Hunter** or **Trapper** skill may make a skill check to confirm that it is not human, and appears to be some kind of animal fur.

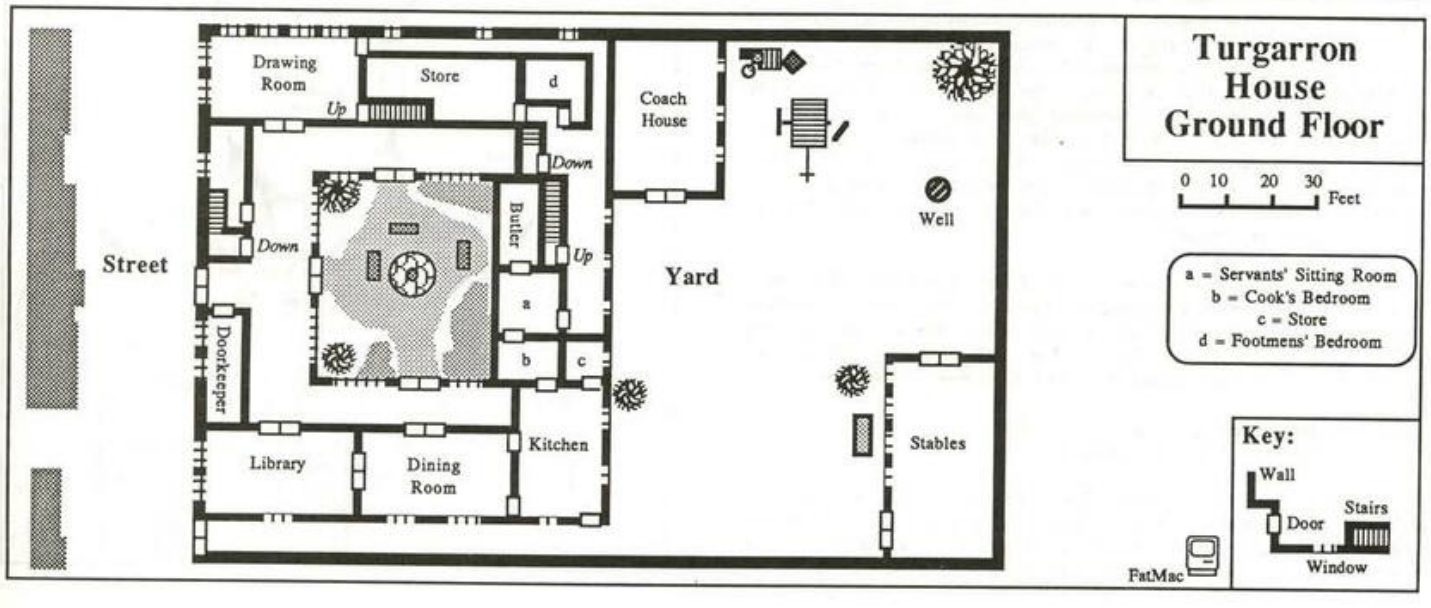
All other coffins in the crypt are intact and undisturbed; the newest bears a brass plate with Ildarel's name. The three disturbed coffins were all on shelves close to this one. The lead seal on Ildarel's coffin is perfectly intact, and the coffin shows no sign of having been tampered with. If it is opened, moved or lifted, however, it will be found to be quite empty. Practically the entire household witnessed the sealing of the coffin, and can attest that the body was inside when it was deposited in the crypt; the funeral took place four days ago, and the crypt has not been opened since until Ansar went in.

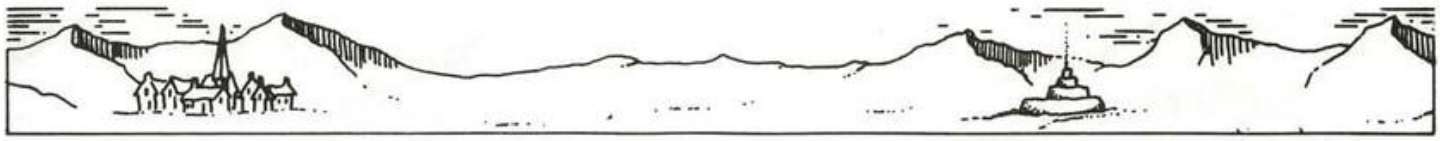
Bedroom - The room shared by Ansar and Ildarel during their brief marriage has been cleared and closed up. Ansar is now using one of the guest bedrooms. Ildarel's possessions have been stored in the cellar.

Cellar - Ildarel's possessions are stored in here in a trunk. They consist mainly of fairly run-of-the-mill items of clothing and so on. Among the jewellery is a gold chain hung with small brass bells; a character with the **Troubadour** skill may make a skill check to recognize this as being from a set of ankle-bells, of the type used by certain types of cabaret dancers.









PERSONNEL

The following information might be obtained from members of the Turgarron household.

Elsinore - as stated above, only he, Ansar and Ildarel knew about the Sea Dragon's Eye; he was so excited at obtaining the stone that he rashly took it home to show to them. Only Elsinore knew where the stone was kept, though - in a secret strongroom in the Turgarron suite at the Merchants' Guild.

Ildarel died perhaps two days after this - early in the morning, the household was woken by a scream from the couple's bedroom. First on the scene was the maid whom Ildarel shared with Elsinore's youngest daughter, Barya - she found Ansar crouched weeping beside the bed, with Ildarel already stiff and cold. There was no sign of violence, and no marks of any kind anywhere on the body.

Elsinore immediately had the house searched from cellar to roof, but there was no sign of a break in anywhere - all the windows and doors are locked and shuttered at night, and there are anti-burglar grilles in all the chimneys. Doctors called in by Elsinore pronounced themselves baffled, and no cause of death could be found.

Nothing is known about Ildarel's origins, background and family; Elsinore conducted discreet enquires through trading contacts in a number of countries when the marriage was first proposed, but could find nothing out. Looking back, he cannot understand why he permitted the marriage to take place. He was unable even to discover when and where the couple first met.

Ansar Turgarron, merchant, younger son of Turgarron Family
M, Fr5, N, AC8/9, hp 13, rapier (treat as normal/long sword) and parrying dagger.

Ansar is currently in a highly unstable state, and must be questioned with great care. For each question asked, the questioner must make a D20 roll under the average of his/her Intelligence and Charisma scores; failure indicates that Ansar has become hysterical, and once this happens it will be impossible to get any coherent response from him for a period of 1D4 hours. The DM may impose modifiers to this roll for particularly tactless questions (Like 'Are you sure your wife was dead when she was buried?').

Ansar will be able to add little to the information supplied by Elsinore. He will not reveal where he met Ildarel unless **charmed** or compelled by similar means - Ildarel made him promise that it would always be 'their secret'. If he is compelled by some means to reveal this information, he will say that she was working as a dancer at the House of the Dancing Dead, a mildly disreputable cabaret-club on the edge of the city's theatrical quarter. He could see at once that she was more than a mere dancing girl, and he determined to take her away from this terrible life after hearing the story of how she was kidnapped as a child and sold into slavery by a group of brigands with only the memory of a happy childhood amid golden palaces to sustain her through her miserable existence.

If any character comments within Ansar's hearing that this story seems a little improbable, he will fly into a terrible rage, and probably insist on a duel with the character who dared call his wife a liar. He will attack unless restrained, and if restrained he will become hysterical.

Ango Huddes, butler to Turgarron Family
M, Fr4, AC9/10, hp 10, no weapons

A dignified and immaculate figure of about 50, Huddes has been in the service of the Turgarron Family for most of his life. He is absolutely loyal to Elsinore, and will try to protect the reputation of the family.

He will only speak freely if specifically instructed to do so by Elsinore; otherwise he may omit certain details out of a sense of loyalty, to prevent further embarrassment and shame attaching itself to the family.

Over the past couple of years, he has become increasingly worried over the type of company Ansar has been keeping. Young Mister Ansar has been spending more and more time with what Huddes would call a 'fast crowd', staying out most of the night and coming in, the worse for drink, in the early hours on a number of occasions. Huddes has kept most of this to himself, out of a desire to spare Elsinore's feelings and in the hope that it was merely a phase which Young Mister Ansar might eventually get out of his system. Huddes suspects that Ansar met Ildarel through this crowd of friends, although he will feel compelled to say she seemed of better breeding than most of the group (this impression is a remnant effect of Ildarel's **charm** which Huddes was not able to escape completely). He will not be able to put names to any of Ansar's friends, although he will remark that 'many of them seemed to be ... entertainers of some kind' - the word *'entertainers'* being pronounced with exquisite disdain.

If he is asked whether Ildarel had any unusual habits or distinguishing features, Huddes will recall that she always wore a pair of light gloves to dinner (the cutlery is all silver, but the party should be left to make this connection for themselves).

Galla Vardon, ladies maid to Turgarron Family
F, Fr1, AC9/10. hp 2, no weapons

Galla is eighteen years old, and has been in the Family's service for four years, since just before Elsinore's wife died. Since then, her services were confined to Miss Barya until Madam Ildarel arrived. She is very upset by the whole affair, and will be very nervous if questioned by the party.

Her reaction to Ildarel is very mixed; in fact, she didn't know what to make of her at all, although if asked directly what she thought of Ildarel she will reply that 'The gentlemen though the world of her'. She recalls that Miss Barya took an instant dislike to Ildarel, but attributes this to jealousy - Barya was used to being the only lady in the household, and probably resented Ildarel stealing the limelight.

She will confirm that Ildarel always wore light gloves to dinner, and also has a silver bracelet that Ildarel gave her - 'only don't tell Mister Ansar, whatever you do - he bought it for her, you see, but she didn't like the design of it, she said, and so she gave it to me'.

If questioned about Ansar's friends, Galla will be able to name a couple of them; one is Vallo Sardayon, the elder son of another prominent merchant house, and another is Delgar Marindo, a popular actor.

Barya Turgarron, youngest daughter of Turgarron Family
F, Fr4, AC9/10, hp 4, no weapons

Barya is the youngest of a family of three brothers and two sisters, and is used to being spoiled and made a fuss of. Since her sister married and her mother died, Barya has been the lady of the household, and although she is only fourteen she insists on being treated with the respect due to that position. She can add little to the information given by the other members of the household regarding Ildarel and the circumstances of her death, but will admit that she never liked her - 'She was always with the men, and never did any of the things a lady of quality is expected to do, and beside that, she had a funny smell'. If questioned further on this point she will continue:

'Yes, I couldn't help noticing it, no matter what sort of perfume she wore - it was a warm smell, sort of doggy. I'm surprised nobody else noticed it.'

Other members of the household will be able to add no further information, although the servants may corroborate each other on various points. Ansar's two elder brothers were both away at the time of the wedding and subsequent events; Vargo the heir to the Turgarron empire, is on an eighteen-month voyage trading in spice and cloth, while Saldon, the middle son, is conducting negotiations with a powerful merchant family in an adjoining principality. Ansar's courtship and marriage both happened so suddenly that word has yet to reach either of them.

FURTHER ENQUIRIES

If the party tries to seek out Delgar Marindo, they will discover that he spends most of his time offstage at a club called the House of the Dancing Dead, a favourite haunt for young rakes; a character with the **Troubadour** skill will realize this immediately.

Approaches made to Vallo Sardayon run the risk of arousing his curiosity; although he is a long-standing friend of Ansar's, he is also the heir to a rival Family, and any news of a misfortune or mystery in the House of Turgarron will interest him professionally as well as personally.

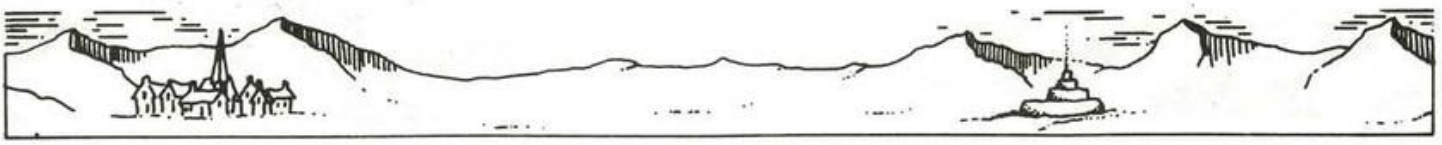
He will be able to tell the party that Ansar and Ildarel met at the House of the Dancing Dead, but for every question he answers he will ask three more, and the party must be very careful not to give too much away. If he does become curious about what is going on, he may hire one or more spies to follow the party and watch Turgarron house.

Vallo Sardayon, merchant, heir to Sardayon Family
M, Fr6, AC8/9, hp 16, rapier (treat as sword, normal/long) and parrying dagger

Vallo presents the appearance of an alert and highly competent merchant despite the fact that he deliberately cultivates a rakish image. He knows of Ildarel's marriage to Ansar, and her subsequent sudden death, but is not aware of any other events described above. If he begins to suspect that he is missing out on something, he will do everything in his not inconsiderable power to discover precisely what is going on, and this may result in great embarrassment to the House of Turgarron and great harm to their business reputation.

THE TRUE STORY

The truth behind this mystery is fairly simple, but somewhat difficult to uncover. Ildarel is indeed the culprit behind the theft of the Sea Dragon's Eye and the ransacking of the Turgarron crypt. Although most people, if asked to describe her, will say that she showed signs of Elvish blood and may have been a half-elf, she is in fact a Lycanthrope (D&D: Werewolf - see Master Set; AD&D Foxwoman - see MM2. A full description of her is given in Part 10: Hargo's Pasture). When Ansar found her working at the House of the Dancing Dead, she thought it might be fun to belong to a rich and influential human family, so she exercised her **charm** ability, first on Ansar and then on Elsinore and the other men of the household. She was just beginning to become bored with it when Elsinore showed her and Ansar the Sea Dragon's eye. She faked her own death using a magical bracelet, and once in the crypt she used her magical ring to **teleport** out of her coffin. To kill time while she waited for the ring to recharge itself, she opened three coffins and made off with all the non-silver jewellery, and then she turned **invisible, teleported** out through the crypt door, and made her way into the house. She used **locate object** in an attempt to find the Sea Dragon's Eye, and found that it was not in the house; this prompted her to go to the next most likely place; the Merchant's Guild.



PART 4 - THE MERCHANTS' GUILD

Elsinore can, if requested, arrange for the party to visit the Turgarron suite in the guildhouse and examine the strongroom from which the gem was stolen.

The guildhouse of the Merchants' Guild is a massive two-storey stone building dominating one end of a great square in the city's business quarter. Full plans are provided (see inside front cover of this magazine) although most of the action will be restricted to the Turgarron suite, the DM might wish to use the building in further city adventures.

A passage between the two doorkeeper's offices opens out into the huge lobby, lit by the glass roof which crowns the guildhouse. On the ground floor are the Guild's administrative offices, the Great Hall which is used for Guild business meetings, the members' lounge, and the kitchens which service the guildhouse. Stairs lead up to the first floor, which is ranged around the balcony overlooking the lobby. A great stained-glass window occupies most of the wall overlooking the square, and the business suites of the city's six great merchant families are set on either side. At the rear of the upper storey are three guest suites for the use of visiting merchants.

The Family business suites follow a regular pattern: a reception room (Reception 1) where visitors are received and informal discussions can take place; a second reception room (Reception 2) used for serious negotiations and entertaining clients to dinner; an office with a records room and strong-room leading off; and a small bedroom (Accom) for occasional overnight stays. The guest suites are smaller, consisting of an office-cum-reception room and three or four bedrooms.

While the Guild supplies the doorkeepers and looks after the overall security of the building, each Family is completely responsible for its own suite, installing their own security measures and controlling the circulation of keys.

The Turgarron Suite

The status of the house of Turgarron is reflected in the fact that their suite is at the front of the guildhouse, overlooking the square. All fixtures and furnishings, needless to say, are of the very highest quality.

The main point of interest will be the strongroom from which the gem was stolen. A large-scale plan of the strongroom is provided, and Elsinore will give the party a run-down on the various security devices.

'I'll be replacing it all shortly,' he says, 'So there's no harm in you examining it. Perhaps you could tell me where it failed.'

There is a false door, whose lock is equipped with a poison needle trap. Any Thief or character with the **Mechanician** skill who examines the door may notice that the trap has been sprung (Thieves must roll their **Pick Locks** percentage to gain this information), and a search on the carpet below the door will turn up two fine darts. Close examination will show that they were coated with a resinous substance which has now become dry and crystalline - their poison is no longer effective. If any character thinks to look for blood on the darts, none will be found.

The real entrance to the strongroom is by means of a sliding panel, unlocked by pressing three buttons on the back of a deep-buttoned leather chair which stands against the wall. Only Elsinore knows the 'combination', which he can change at will. Pressing a wrong button, or one out of the correct sequence, will cause a needle to shoot through the centre of the button, with sufficient force to penetrate a heavy leather gauntlet. The needles are coated with a powerful paralyzing poison - any character wounded by a needle must save against poison at -2 or be **paralyzed** for 1d12 hours.

In the strongroom itself are six large chests; Elsinore will caution the party not to touch any of them, explaining that they are only a blind and they contain nothing of value. None of these chests appears to have been tampered with.

The operational part of the strongroom is a 1ft space between the inside and outside walls. The space is lined with an inch of lead, and padded to kill telltale echoes. Randomly-distributed hidden panels open onto a total of twenty small safes in this wall, each a 1ft cube. Each panel locks individually. All the safes are now empty, their contents having been moved somewhere safer. Elsinore will show the party the safe which contained the Sea Dragon's Eye; no attempt seems to have been made to find and unlock a secret panel, as the wall shows signs of having been attacked with great force. Characters with **Hunting** or **Trapping** skills may recognize marks on the wall which seem to indicate the same kind of clawed animal as caused the damage in the Turgarron family crypt. It appears that the soft plaster covering the panel was clawed away, to reveal first wood and then lead lining, which was attacked around the edges and finally prised off its hinges - a character with a **Mason** skill may make a check to tell that an implement like a cold chisel or crowbar was used. This safe was the only one tampered with.

On the floor beneath the safe is a litter of splinters and plaster, Rangers or characters with the **Hunter** skill may be able to find two sets of tracks here, one apparently human (and small enough to be female), and the other not. This set of tracks shows large, clawed feet apparently belonging to some kind of mammal - they cannot be readily identified, and the creature that made them may not be natural. There are no other tracks in the strongroom.

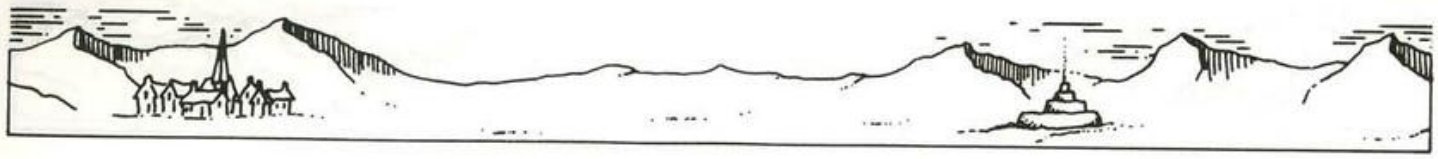
If the floor of the office is examined carefully, a slight trace of plaster dust will be found in the carpet just in front of the chair shown on the strongroom plan. Rangers or characters with the **Hunter** skill will just about be able to make out a single footprint, similar to the human prints in the strongroom.

If any character ignores Elsinore's warning and examines any of the chests in the strongroom, the results are as follows:

Chests 1 to 4 are fakes. Each is carved out of a single block of wood, and fitted with a padlock and iron bindings so as to resemble a chest. There is even a very slight gap between the 'chest' and the 'lid'. Needless to say, it will prove very difficult to open, even if the lock is removed; any character who tries to use a crowbar or some other lever to force the lid will set off a trap (AD&D: **Glyph of Warning**) causing ten points of electrical damage.

Chest 5 is also not as it seems; it looks exactly like a chest, but in fact it is a limited form of Golem. The padlock can be picked with the usual chance of success, or prized off with a crowbar, or even opened with a key. When opened, the 'chest' seems to be full of gold and gems. However when any character puts an arm (or anything else) into the chest the lid slams down. If the potential victim rolls less than his/her Dexterity score on a d20, or if he/she has been stated to be looking out for a trap of this sort, he/she can dodge, and the 'chest' must make a normal attack roll. Otherwise it hits automatically. The slamming lid causes 1d4 points of damage (cruel DMs might consider that it puts the arm out of action), and may break a sword, crowbar or other object (AD&D: save against **crushing blow**). In addition to the damage, the 'chest' traps anything that it catches, and unless the victim can make another Dexterity roll, he/she is stuck until found by the 'chest's' master (Elsinore) or until the 'chest' is destroyed.

CHEST; AC 6/7; Move Nil; HD 2+2; hp 18; No. of attacks 1; Damage 1d4; SA trap; SD magic weapon to hit; Int. nil; Align. N; Size S; ML 12; Save Fighter 2; XP value 45/119



Chest 6 is padlocked, with a poison needle trap carrying the same paralyzing poison as used elsewhere. Inside the chest are several pounds of gold coins and gems - actually fool's gold and glass-paste fakes - which are coated with a colourless resin. This resin reacts in sunlight to dye the skin a bright blue, and the stain cannot be removed by any non-magical means for three to four days.

OTHER ENQUIRIES

It will be possible for the party to question the doorkeeper who was on duty on the night when the gem must have been stolen. He will report that it was a fairly quiet night, except that shortly after midnight his guard dog suddenly went berserk, barking and growling and throwing itself at the door of his office. Thinking that it had heard an intruder, he let it loose, upon which it rushed across the lobby barking and growling at the foot of one of the fountains, apparently trying to climb the statue that surmounted it. It took a great deal of trouble to drag the dog back into the office, and it barked and snarled for nearly an hour afterwards.

The following morning a gross act of vandalism was discovered in the Great Hall. It appears that some person or persons unknown had broken into the guildhouse through the kitchen entrance, and a number of paintings had been damaged. Portraits of past Guildmasters line the wall of the Great Hall, and several of them had been defaced, mostly by the addition of beards and moustaches. The break-in has all the hallmarks of a dare or initiation test of one of the local street gangs. It must have been this that alerted the guard dog, but the doorkeeper cannot understand why the dog was so interested in the fountain rather than going to the door of the Great Hall.

THE TRUE STORY

Still **invisible**, Ildarel made her way to the guildhouse, thinking that it would be the next most likely place to find the Sea Dragon's Eye. Using a **Knock** spell, she managed to get through the main door without rousing the doorkeeper, who was dozing in his office. She did alert the guard dog, however, and only escaped it by climbing the statue on top of the fountain.

Once the dog had been dragged back into the office, she went to the Turgarron suite and cast **locate object** again. This time she was successful. After discovering the trap in the false door, she **teleported** into the strongroom using her ring, and, changing to fox form, dug into the wall behind which the **locate object** spell told her she would find the gem. She had thought to bring a crowbar with her, and used it to remove the panel's lead lining. Reverting to her part-fox, part-humanoid 'Vixen' form, she rested for a while, waiting for her ring to recharge itself.

Finally, she **teleported** out of the strongroom, taking the Sea Dragon's Eye with her. Rather than go past the doorkeeper's office and out through the main door, she wandered into the Great Hall, and spent a while looking at the portraits of past guildmasters. She couldn't resist adding a few details here and there, and it was while she was doing this that an idea struck her. She didn't want the Sea Dragon's Eye for itself, she decided; she had achieved enough by stealing it, and with her **charm** ability she had very little need to accumulate wealth for herself. So she decided to hide it somewhere in the guildhouse itself. She found the door to the Guild's treasury and wine cellar, and **teleported** in and out - a waste of her two last **teleports** of the day, perhaps, but the opportunity was too good to let slip - leaving the gem in the bottom of a large silver punch-bowl in the silver store. Chuckling to herself at the thought of the confusion when the gem was found missing, and the embarrassment' to Elsinore when it turned up at a banquet, Ildarel left the guildhouse. She had to force the kitchen door to get out, but it was worth it.

If any character with the **Carpenter** or **Mechanician** skill examines the kitchen door, they will find that it was forced from inside; there is no trace of how the person responsible got into the building.

Ildarel has indeed put Elsinore in a potentially very embarrassing situation; at present, no-one except Elsinore, Ansar, Ildarel and the party know that he has acquired the Sea Dragon's Eye, and he would only make himself look foolish by reporting it missing. Therefore, if it is accidentally found in the punchbowl during the preparations for the next banquet, Elsinore can hardly stand up and say that he had obtained it, but it was stolen from his strongroom, and the thief must have left it in the punchbowl for some reason, and can he have it back please?

Thus, although the players cannot know this, it is vital that they complete their mission and recover the gem before the next banquet is held. A particularly nasty DM might like to set an unsuspected time limit on the adventure by ruling that the next banquet is only days away. It is not likely that the party will find the gem at this stage in the adventure although if they do find it by some means Elsinore will still want them to track Ildarel down and recover jewellery stolen from the crypt. One way the party could possibly find the gem at this stage would be by using a **locate object** spell. It would be difficult to get a precise enough mental picture of the gem for the spell, however. Elsinore is highly knowledgeable about gems and jewellery, and would be able to give a detailed description of the stone in jewellers terminology; this might help a spell-caster with a skill in jewellery and gemcutting to form an adequate mental picture.

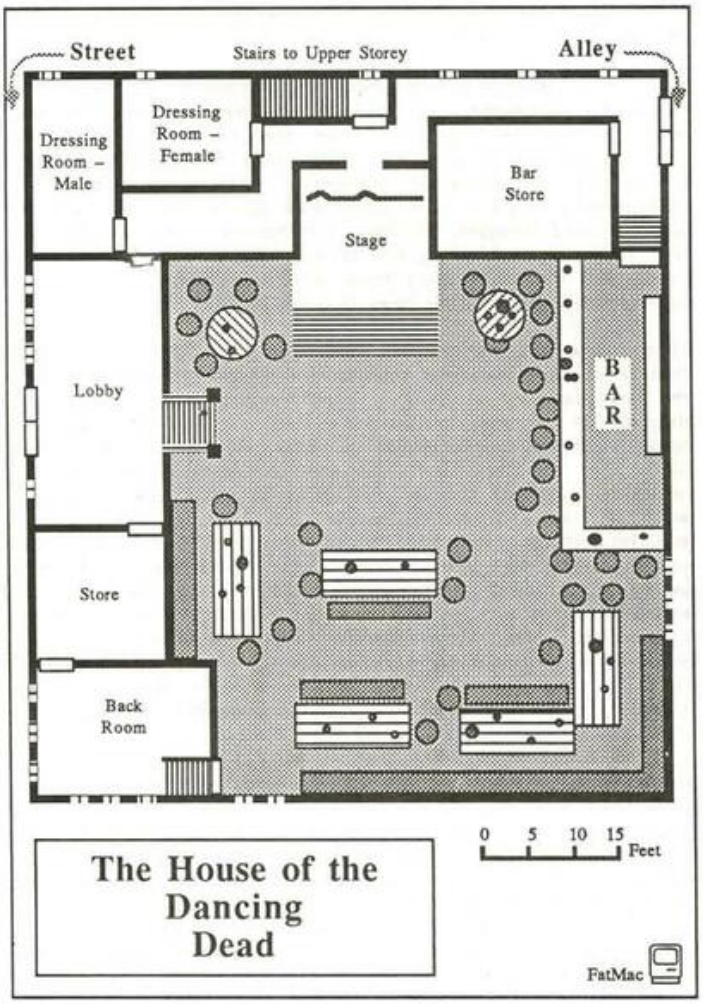
If the DM permits the use of Cantrips (Imagine 8-9, also Unearthed Arcana), Ildarel might use a few Cantrips in the guildhouse. For example, she might use a **Ravel** Cantrip on a tapestry in the Great Hall, or on the canvas of one of the paintings. Since the Guild treasury doubles as the wine cellar, she might not be able to resist casting a **Flavour** Cantrip on a bottle or two of the best wine, making it taste like onion soup or lemon juice; and a cloud of **Gnats** in the cupboard might prove a disconcerting discovery. The **Unlock** Cantrip might also be useful, saving a few **Knock** Spells.

PART 5 - THE HOUSE OF THE DANCING DEAD

The House of the Dancing Dead is a cabaret club on the fringe of the city's theatrical quarter, a favourite haunt of young rakes. The doors to the street are shaped like a pair of outsize coffin lids, and are painted black. Over the doors hangs a sign bearing a picture of a skeleton in men's formal dress, dancing with a rotting corpse in women's formal dress. The overall effect is of studied decadence, bordering on bad taste.

The club opens from dusk till dawn; the resident staff (Salgin and the two bouncers - see below) sleep until just after noon and spend the rest of the afternoon preparing for the evening's opening. If the party visits the club in daylight, they will find it closed. Persistent knocking will raise a response sooner or later, but the nature of this response will depend on the time of day - in the morning it is almost certain to be unfriendly. If the party do manage to raise a favourable response, it will be possible to interview the resident staff, but if the party wants to talk to anyone else, they will have to call back when the club is open. The DM should ensure that the party visit the club during opening hours in order to obtain all the information that they will require.

Armour of any kind (optionally heavier than leather), is not allowed in the club, and all swords and other weapons must be checked in at the lobby before any character is allowed into the club. If any character attempts to force a way into the club, the city watch will be summoned. Technically the club is open only to members and their guests, but this can be dealt with fairly easily by generous tipping.



During opening hours, the club's lobby is manned by one bouncer, and the main room by the other. Both rooms are painted in dark colours, and hung with ragged and dirt-stained linens representing shrouds. The back wall of the main room and the proscenium arch over the stage are painted to represent an open mausoleum, with the stage in the 'doorway'. There is a 10% chance at any time during opening hours that some business is in progress in the back room - an illegal gambling session or a shady deal of some kind - which is not to be interrupted.

The club's clientele consists of well-dressed and obviously quite wealthy young men and women (with men noticeably in the majority), in almost equal proportions with colourful theatrical types. The four acts on the bill perform two half-hour sets each, one before midnight and one after, with a half-hour break between each set. There is a tendency, especially as the evening wears on, for patrons to give impromptu performances of their own in these breaks.

The first act of the evening, as always, is the house dance troupe, the Dancing Dead. The curtain rises on a graveyard scene, with fake tombs and headstones. In the wings, a stage-hand strikes midnight on an iron bell, and the dancers rise from their 'tombs' dressed and made up as ghosts.

After a group dance, each ghost comes forward, with Salgin giving a running commentary, and enacts the manner of her death, with the others taking various parts in the drama. The stories are always lurid and invariably to do with thwarted love, betrayal and jealousy.

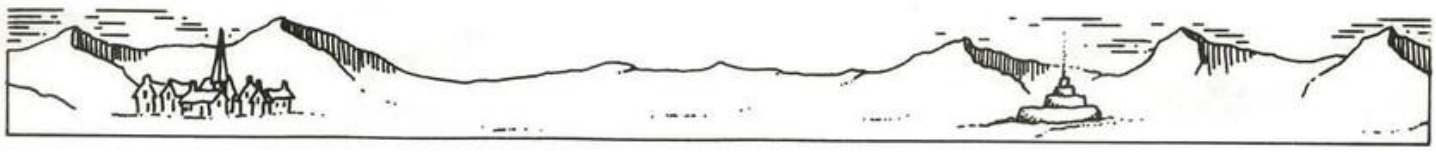
Another dance ensemble follows, at the end of which Salgin appears on stage, dressed in a comic priest costume, and 'exorcises' the 'ghosts' one by one. The mock priest is often a caricature of a prominent figure in the city, based on recent news and events, and Salgin will include some subtle, and frequently highly contentious political commentary as part of the act.

The second act is a juggler, knife thrower and escapologist. After a fairly standard routine showing off these skills, he asks if there is anyone in the house from the city watch. There nearly always is, and he invites them to come on stage and help him fasten various ropes, locks and chains around himself. The volunteers then tie him in a sack, which is lowered into a large chest, secured by three huge padlocks.

Finally, the escapologist's muffled voice sounds from the chest, asking the volunteers to sit on the chest just to make escape absolutely impossible. Drinks are brought up to the volunteers, and when they are about halfway down their glasses, the escapologist strolls in from the wings, also holding a drink. Spellcasting is frowned upon in the club, but any character who has a magical item with a **detect magic** ability will discover that the whole act is accomplished entirely without magic. The performer will, of course, refuse to reveal his stage secrets.

The third act of the evening is a singer and lute-player. He starts with songs of his own, mostly ballads of love and broken hearts, and moves on to traditional songs, with the house musicians and the audience joining in. The final item is a drinking song; this usually turns into a contest between some of the hardier patrons, the final verse and chorus being repeated until only one contestant is left standing.

While these acts are onstage, the party may, with Salgin's permission, pursue any enquiries in the club. The DM may change or elaborate the details of the acts if desired - they are intended as ' background noise' while the party are seeking out and questioning people. Notes on the information available from various sources are given below. No matter what else happens, the DM should ensure that the party are in the main room for the start of the fourth act.



PERSONNEL

Salgin Barrovynne, owner/manager
M; Fr3; NG; AC 9/10; hp 5; dagger

Salgin has a very over-the-top camp theatrical personality; this is mostly put on for the benefit of the customers, and beneath it all he is shrewd and quick-witted. If anyone asks after Ildarel, he will cheerfully reply, 'Just stick around, my dears, she'll be on later in the evening.' The party will probably be surprised at this, and if they persist in their enquiries, he will become defensive. He will not allow anyone backstage to see Ildarel - 'Well, if I let one gentleman back there, I'll have the whole town tearing the place up to see her, and I have to be fair, don't I?' - and he will call upon the bouncers to help him if necessary.

If the party hint that they know of Ildarel's marriage to Ansar and her subsequent death, Salgin will change his tack. Any character with the **Troubadour** skill should receive a bonus to dealings with Salgin at this stage; he could potentially be very helpful, but he has an instinctive distrust of anyone conducting enquiries.

Salgin remembers Ildarel becoming friendly with one group of young nobles in particular, and will recall that they were frequently with an actor called Delgar Marindo.

'I heard she married one of them, too - mind you, you hear all sorts of stories in a place like this, believe you me, so you never know what to believe. Well, good luck to her, that's what I say, my dears, good luck. Of course, she won't want to know the like of us any more, but then that's showbiz, isn't it? Did you say she'd died? Well, I always said she'd come to a bad end, that one - I don't like to say I told you so, but I saw it from the first time she set foot in here. Put it about far too much, if you ask me.'

'Mind you, I mustn't throw stones too hard - she always filled the house when she worked here. Elvish fertility dances, she called her act - well, you can take that with a pinch of salt - but the punters love them. They keep coming, night after night, to see Ildarel. So I have to keep giving them Ildarel, if you take my meaning. Well, we're all in the deception business, aren't we? Providing a bit of fantasy to liven up their dull old reality. So there's no harm done, is there?'

The substitute Ildarel is Sanna, the lead dancer with the Dancing Dead - Salgin doubts that she will be able to add anything to what he has already told the party, but given favourable reaction rolls he might be persuaded to let them interview her and other members of the club's staff, provided this doesn't interfere with the smooth running of the evening's programme - 'After all, fair's fair and we have got a show to put on, you know.'

Ganno Baldin, bouncer
M; F2; NE; AC 8/9; hp 12 (St 16); blackjack/small club

Mori Vanden, bouncer
M; F1; N; AC 9/10; hp 7 (St 17); blackjack/small club

These two will probably be uncommunicative; they knew Ildarel by sight and know of the substitution. If Salgin asks them to cooperate with the party they will nod and shuffle and do little more than confirm the broad outlines of what he has said.

Sanna Dargo, lead dancer/choreographer
F; Fr4; NG; AC 8/9; hp 8 (Dex 15, Cha 15); no weapons

Sanna has been a dancer ever since she can remember, and is a seasoned and professional trouper. She is hardworking and abrasive, expecting her dancers to measure up to her own exacting standards. She disliked Ildarel instinctively - 'She was far too flighty. Sure, she had a lot of raw talent, and she gave the house what they wanted, but that will only get you so far, and if anything involved work, she just wasn't interested. OK, perhaps I'm a little jealous of her - I'll never find a nice merchant Prince Charming and that's for sure - but just watch the act when I go out tonight. There's nothing clever or demanding about it.'

Majia Frannol, dancer
F; Fr2; CN; Ac 9/10; hp 4 (Cha 17); no weapons

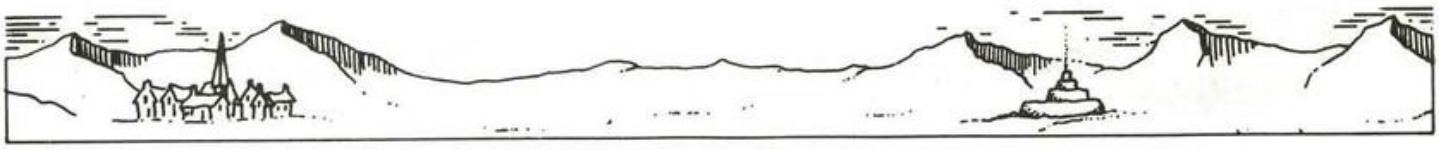
Majia is, in many ways, the opposite of Sanna, and there is often friction between the two; she doesn't take dancing particularly seriously, and enjoys the lifestyle rather than the work. She admired Ildarel, and thinks the whole turn of events is a great joke.

Vanya Sarden, dancer
F; Fr3; N; AC 9/10; hp 6 (Cha 16); no weapons

Vanya is a single-minded career girl, and may be difficult to approach unless someone in the party has the **Troubadour** skill or can convince her that the party has contacts that might be useful to her.

She will agree with Sanna that Ildarel did not take dancing as seriously as she should - 'But she had something. She was wasted here, anyway, but that didn't seem to bother her. I don't understand her, really - if she'd only put some work in and practice a bit harder there would be no stopping her. She had everything else - looks, personality, contacts - she could bend any man round her little finger - but she didn't seem to want to do anything much about it. Criminal waste really - if I'd had all that going for me, I'd be working in the palace by now, getting paid in diamonds, not silver!'

Brea Garren, dancer
F; Fr2; N; AC 9/10; hp 7 (Cha 16); no weapons



Brea is the youngest of the troupe at fifteen, and still retains many of her illusions about a dancer's life. Sanna will say, rather scathingly, that she lives in a world of her own, but she is in love with dancing so there's no reason to complain. Brea has a dreaming nature; she spends a great deal of her time thinking about being discovered, but unlike Vanya she does nothing positive about it. She does not know of Ildarel's death, and thinks the whole affair is wonderfully romantic - 'Just imagine, a real merchant prince!' - if Ildarel can land such a catch, she thinks, perhaps she can too.

Djann Alhasar, Juggler/escapologist
M; Fr3; N; AC 6; hp 8 (Dex 18); 12 throwing knives (throws as a 3rd level fighter, plus Dex bonus)

Djann is a very dapper and smooth-talking character, with an eye for a pretty woman and a taste for good red wine. He will be visibly nervous in the presence of any thief - he has been approached by the Thieves' Guild because of his various talents, but declined to join them or to do them any 'little favours', and he is expecting reprisals for this.

He will talk at length about Ildarel, waxing quite poetic in a semi-serious, bantering way. One thing he will have noticed if he is asked about any odd habits or distinguishing features, is that Ildarel never picked up any of the coins thrown on stage during and after her performance. This may have been part of her act - but Djann doesn't know whether she ever took any of the money at all. If he is asked what sort of coins are usually thrown on stage, he will reply,

'Silver, of course. Anyone who threw gold in here would probably be taken down the alley for a chat as soon as he left, and nobody throws copper unless they're being deliberately offensive.' He will pause for a second, as the party's line of thought dawns on him, "Hold on, you don't think ... I'd heard Elvish blood protects you from that sort of thing, doesn't it? Come to think of it, though, a coin hit her on the leg one night; she shrieked as if it was red-hot, and there was a scar there for three days afterwards. I thought some joker had heated it up in a candle-flame.'

Bargo Saldinor, singer/musician
M; Fr3; NG; AC 9/10; hp 6; dagger

Bargo deliberately cultivates the image of the dissolute wandering minstrel, everybody's favourite drinking partner. He never saw the real Ildarel, as he was brought in shortly after she left to replace a lute player who left - "At least, I think he left, or vanished, or something. Nobody talks about him much. You'd want to talk to Geddo about him, from what I've heard they were real bosom pals. He was really cut up when Andilas left, or whatever happened. All I really know about him is that he was an elf. Maybe he went off with Ildarel - or didn't she get married or something, to some rich merchant?'

Terren Davo, barman
M; Fr3; N; Ac 9/10; hp 7; dagger, bottle

Terren is a dour, taciturn character, known to regulars as 'the man who never smiles'. He will not be keen to speak to the party, but if he is instructed to do so by Salgin he will broadly confirm what the party already knows about Ildarel being friendly with Ansar's group of friends and Sanna replacing her.

Geddo Rabben, house musician, pipes and flutes
M; Fr2; NG; AC 9/10; hp 4; no weapons

Geddo is a half-elf, raised among humans and showing little trace of his mixed blood. He is quiet and reserved, and mixes little with his colleagues. If he is asked about Ildarel, he will add little to what the party already knows. 'Best act we ever had,' he will say, 'Packed the house to the doors every night. So when she took herself off, something had to be done. It's a good job of Sanna's, but it doesn't stand up to close examination.'

If he is questioned about Andilas, or about Ildarel's leaving the club, he will speak further.

'They all talk about this merchant, of course, but if you ask me she only took up with him to get herself out of the way when Andilas was killed. He used to work here, before Bargo. Damn good lute player, too - mind you, being an elf, that's not surprising. He was found a few streets away - someone had come at him from behind and pretty nearly took his head right off.

She knew more about it than she let on, I'm sure. He used to talk to me sometimes - you wouldn't think it to look at me but my father was an elf - and he asked me about Ildarel two or three times. I don't think he was cracked over her or anything like that - practically every other male in the place was, though I can't see why - but he wanted to know what I made of her, if I ever noticed anything odd about her, that sort of thing. My guess is that he had something on her - or she thought he had - and she had him seen to. She certainly had no shortage of muscle to call on.

Geddo remembers the incident of the silver coin mentioned by Djann - 'After that, Andilas started looking at her in a different sort of way, kind of appraising, so to speak. I don't know what it all means, but it was as if that had somehow confirmed his suspicions about her, whatever they might have been. It was only a couple of days after that that he was killed - about a fortnight ago, I suppose.'

Ralt Persade, house musician, percussion
M; Fr2; N; AC 9/10; hp 5; no weapon

In addition to drumming with the house band in the House of the Dancing Dead, Ralt has a day job as a market porter. As a result, by the time he arrives at the club he generally does not notice much of what is going on around him. He sleeps between sets, and the party may have difficulty talking to him. He has nothing to add to what they already know.

Elgo Rassen, stage-hand
M; Fr1; N; AC 9/10; hp 3; no weapon

Elgo is Salgin's nephew - his mother, who lives in an outlying village, thinks that Salgin has managed to apprentice him to a merchant house where he is learning an honest and respectable trade Elgo does all the general fetching and carrying around the club, but knows little of what goes on except what he hears of the backstage gossip. He will be able to add nothing to what the party already knows.

Delgar Marindo, actor
M; Fr4; CG; AC 9/10; hp 7; swordstick, dagger

Delgar is a tall, distinguished-looking man in his late thirties, and tends to overdress. He is currently very popular as a leading man in formal tragedies of the blood, love and rhetoric school, and tends to have an affected, over-formal manner of speech.

He remembers when Ansar and Ildarel first met at the club, and will liken it to a scene from one of his plays, quoting extensively from the text (he will be extremely offended if the party attempt to interrupt any of his speeches). He will also come up with a suitable quote from a tragedy to cover the sudden death of Ildarel, at which the group of rich and slightly drunken young people around him will applaud loudly. No information of any value can be obtained from him.

TOP OF THE BILL

As mentioned above, the DM should ensure that the party are in the main room of the club when Sanna goes onstage to perform as Ildarel. Salgin will launch into a big build-up, and the cheers will be deafening as the curtains open. Sanna has a very elaborate make-up on, as well as a face-veil, and looks sufficiently like an elf to convince a human from a distance. The cheers continue as she begins to dance, and then something quite unexpected happens.

There is a bellow from a table to one side of the room, where a group of soldiers are sitting. One of them gets unsteadily to his feet, and wades through the room towards the stage, shouting something incoherent.

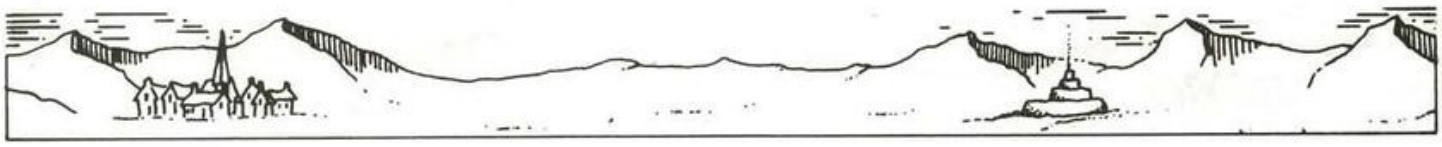
Any character with the **Limner** skill may recognize from his insignia that he is a watch sergeant from the city guard. The bouncer in the main room leaps on him, but is shaken off and falls across a table, wrecking it and scattering customers right and left. The soldier is nearly on the stage when the bouncer from the lobby, helped by Terren the barman, manages to slow him down. The first bouncer has scrambled to his feet, meanwhile, and between the three of them they manage to drag the soldier towards the door. The soldier, meanwhile, is shouting and raving at Sanna, who stands on the stage, visibly shaken. Few of his words are coherent - occasional phrases which can be made out include 'Where is she?', and 'What have you done with her?'.

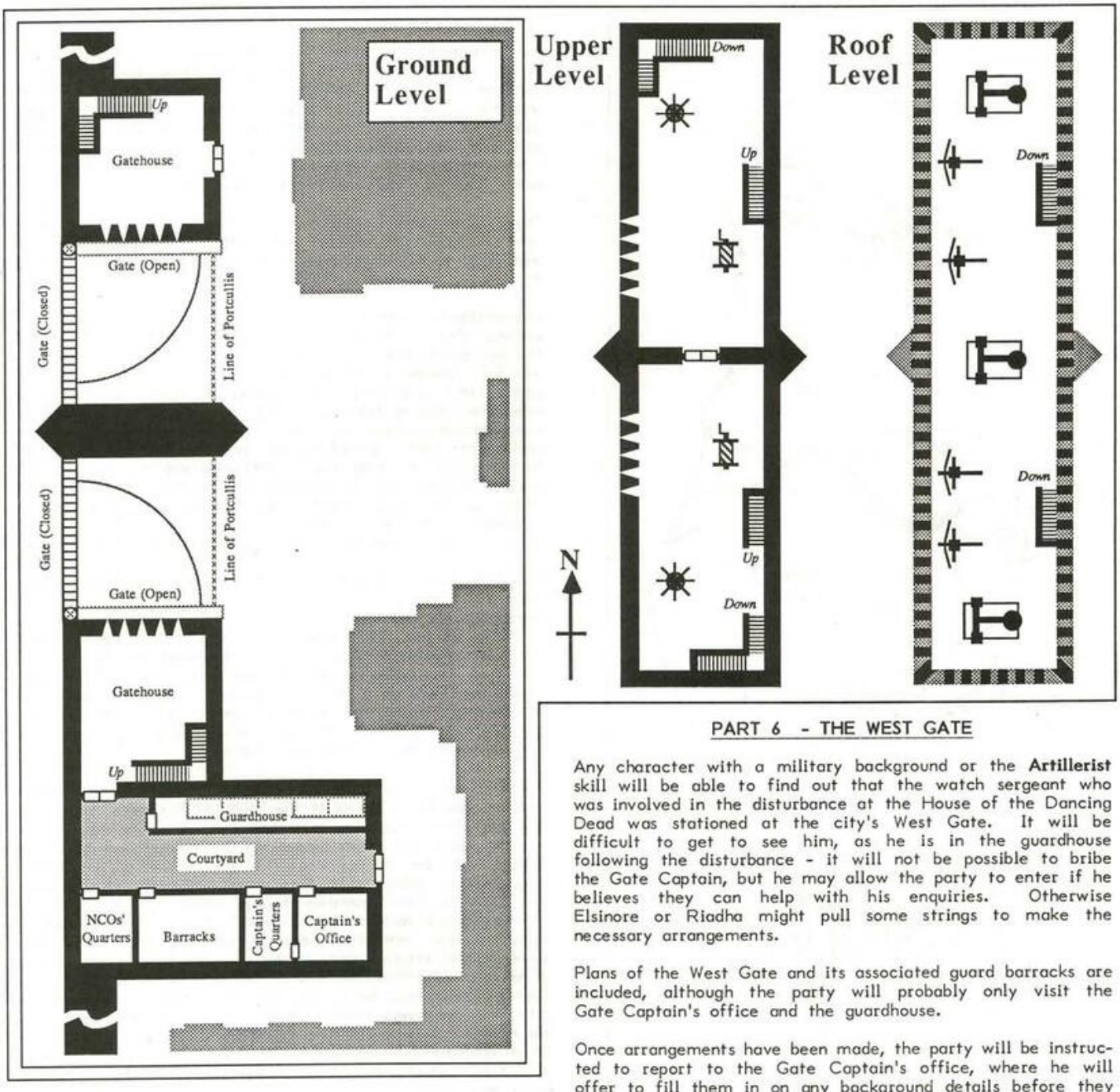
The DM has the option here to involve the soldier's companions in the incident. Either they can take charge of their comrade and take him back to the barracks to sober up, or they can take exception to the way he has been treated and start a brawl. If a brawl starts, most of the clientele will rush for cover or try to get out, but a few young bloods may pick up a chair and join in. The party can react to the situation in any way they choose - the confusion of a brawl might provide an ideal opportunity to spirit the sergeant away for further questioning.

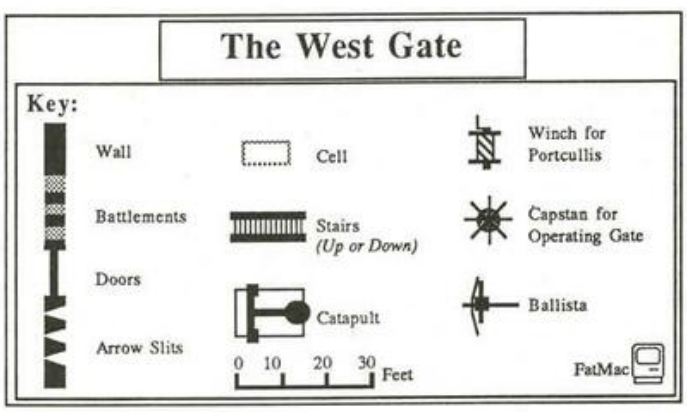
The DM should be very careful about running the brawl - weapons are not allowed in the club, as has been noted, and any character producing a lethal weapon or attempting to cast a spell (or even appearing to do either of these things) will be turned upon by all NPCs within reach, regardless of which side they were originally on. Brawls are more or less harmless things which seldom result in anything more serious than a few bruises and some broken furniture, but armed combat is another matter entirely, since serious injuries and deaths can result in a great deal of unwelcome official interest. The murder of a member of the city guard will be a very serious matter indeed, and the city will use every means at its disposal to find and hang the murderer; the death of a young merchant or nobleman will be a scarcely less serious matter, and the family involved will pursue the culprit with every means at their disposal, legal and otherwise.

THE TRUE STORY

The soldier who starts the fracas has only just resumed his duties after a fortnight in the guardhouse for insubordination and bringing the corps into disrepute - further details are given in the following section. Andilas, the dead lute player, had been protected by his elvish blood from Ildarel's charm, and had begun to suspect that she was not all she seemed. The incident of the silver coin confirmed his suspicions, but before he could do anything Ildarel had him murdered in a back-street - by the soldier. She was intending to leave the club in any case, and had been working on Ansar for almost a week - a long time by her standards. A dancer's life was fun, but she had become bored and thought it would make a change to become the wife of a wealthy merchant.







PART 6 - THE WEST GATE

Any character with a military background or the **Artillerist** skill will be able to find out that the watch sergeant who was involved in the disturbance at the House of the Dancing Dead was stationed at the city's West Gate. It will be difficult to get to see him, as he is in the guardhouse following the disturbance - it will not be possible to bribe the Gate Captain, but he may allow the party to enter if he believes they can help with his enquiries. Otherwise Elsinore or Riadha might pull some strings to make the necessary arrangements.

Plans of the West Gate and its associated guard barracks are included, although the party will probably only visit the Gate Captain's office and the guardhouse.

Once arrangements have been made, the party will be instructed to report to the Gate Captain's office, where he will offer to fill them in on any background details before they visit the guardhouse. Side-arms (e.g. swords) may be worn, but appearing in full battle array will be considered a severe breach of protocol, and any characters wearing armour will be asked to leave them in the office for the duration of the visit.

Siedor Angones, Gate Captain, West Gate
M; F5; AC 5; hp 30/35 (St 16); Sword, normal/broad
(AD&D: at the DM's option, Captain Angones might be a Cavalier rather than a Fighter)

Like most of his fellow officers, Captain Angones is a younger son of a minor noble family. Although a Gate Captaincy is not a glorious or demanding port in peacetime, he fulfills his duties to the best of his ability, and the West Gate is a smart and efficient installation. He is hard-working, just and honourable, with a clipped, slightly jerky manner of speech and a brisk approach.

If approached by Elsinore, Captain Angones will already be aware that the party is in the employ of the house of Turgarron, and so he will do his best to help. He accepts the confidentiality of the party's mission, and will not attempt to pry into its nature. He will be able to give the following information about the man in question:

'Name's Razko, been in the guard six years, with an extensive record as a mercenary before that. Rose through the ranks to sergeant. Good man - smart, efficient and reliable. A little too much to drink once in a while, but nothing serious. Blind eye and all that.

'Started about a fortnight ago - came in blind drunk, covered in blood and two hours late on an evening pass. Unable to give any sort of account of himself - we had to assume he'd been in some sort of set-to. A serious one, too - there was blood on his sword as well as elsewhere.

'He was confined to the guardhouse for a week and to barracks for a further week - charges of insubordination for refusing to explain himself and bringing the guard into disrepute for wandering the streets drunk and bloodstained. Taking his previous record into account, I dropped further charges of two hours' absence without leave, presenting himself unfit for duty and improper care of guard property - failing to clean the blood off his sword and uniform.

'I contacted the Watch Captains of the various city wards, trying to find out what he'd been up to, but I drew a blank - or rather I ended up spoilt for choice. On the night in question, there were seven serious affrays, three resulting in fatalities, but no reports of any military personnel involved. Also four bodies turned up in various parts of the city, three of which died violently. No evidence to link him with any of these cases, of course, but a charge of armed assault on a civilian would finish his career - probably his life too, if it could be made to stick.

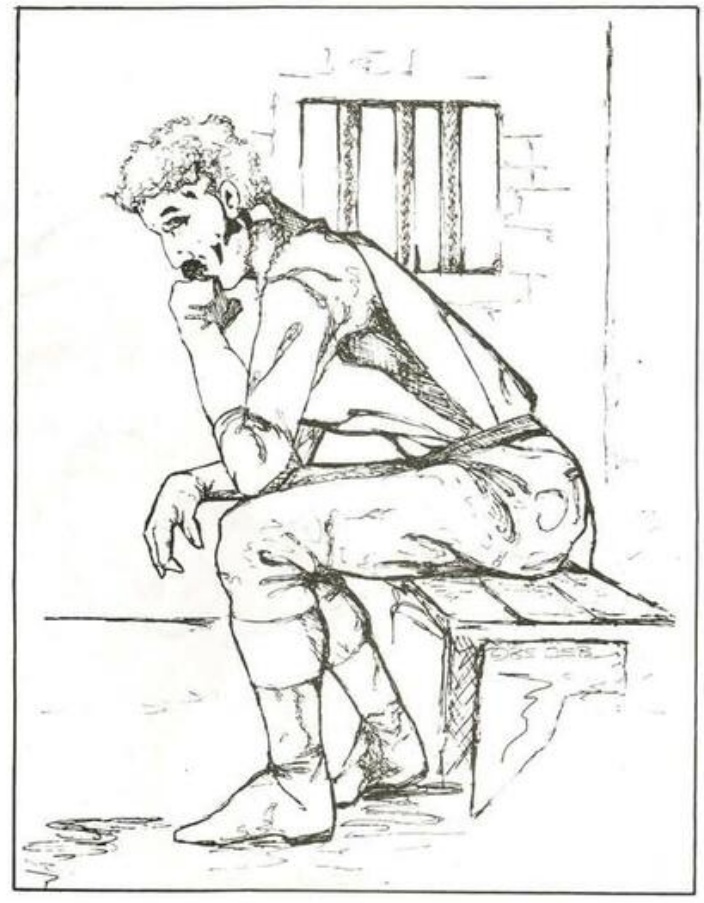
'The men with him that night told me he was infatuated with a dancing-girl at some drinking house; the House of the Walking Dead, I think they called it - sounds most unsavoury - anyway, she apparently gave him the come-hither and the others left without him. This was shortly after mid-night, and no account can be made for his movements during the next two to two-and-a-half hours.

'Last night, his confinement to barracks was lifted, and he went to the same establishment, where according to the men with him he went berserk when the same dancing-girl, or one using the same name, came on stage. He was restrained by the staff and asked to leave, whereupon his comrades brought him back to the barracks (DM: or 'whereupon an ugly brawl broke out', according to the events of the previous section). An official complaint was lodged by the proprietor, a Mr. Barrovynne, and Sergeant Razko is currently confined to the guardhouse indefinitely for causing an affray and bringing the guard into disrepute.

'And that's really all I can tell you - for the most part I'm mystified. By all means question the man if you wish, but I doubt you'll have any more luck than I did. If you can shed any light on this without compromising your mission, though, I'd be most grateful - I shall have to write a report to the Colonel-in-Chief Walls and Gates before too long, and I'd love to know what's behind it all.

'It's all so completely out of character, that's what I don't understand - a competent and long-serving soldier suddenly loses his head over a dancing-girl like a beardless recruit - it makes no sense at all!'

Captain Angones will be most interested in anything the party can tell him about events in the House of the Dancing Dead and any suspicions they may have about Ildarel and the murder of Andilas. He will agree to the party examining Sergeant Razko under **charm person** if they suggest it, on



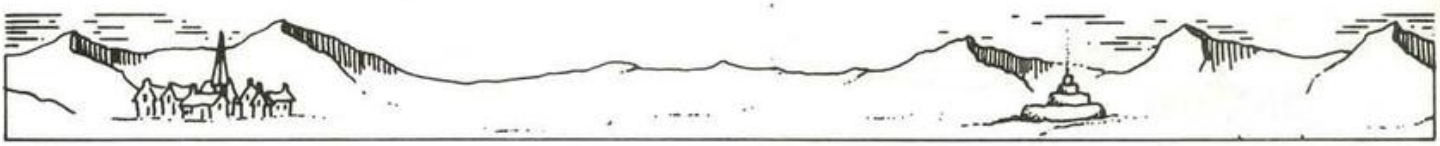
condition that the barracks adjutant is permitted to take down a full record of the proceedings and the caster of the spell agrees to appear as a witness at any court-martial proceedings that may result. If it can be proved Razko acted as a result of magical influence, the case against him might be dropped, or at least the sentence might be significantly reduced.

Eddan Razko, watch sergeant, West Gate
M; F3; LN; AC 5; hp 15/17 (St 17); Sword, normal/broad

Razko sits on the bunk in his cell, staring moodily at the opposite wall. He will not react as the party enters the guardhouse, and will answer questions only if commanded to do so by Captain Angones; his answers will be surly and monosyllabic, and he will claim that he had once had an assignation with Ildarel, and intended to visit her again on the previous night. When questioned about his behaviour at the club, or his movements on the night of Andilas' murder, he will say only that he must have had too much to drink as he remembers nothing.

If any character uses a **detect magic** spell or magical item ability, they will find a very faint aura of magic surrounding Razko; this is the remnants of Ildarel's charm, which still has a slight effect on him. Although he does not realize it, it is this residual effect of the charm which prevents him from recalling precisely what happened or answering the party's questions.

If Razko is examined under **charm person,** he will break down as Ildarel's **charm** is finally dispelled. He will admit to the murder of Andilas, and say that Ildarel had told him that the elf had been threatening her, and had come to take her back to her own people, where she would be severely punished for consorting with mere humans. He does not know what happened to him after he killed Andilas and before he arrived back at the barracks.



Any Magic-User who rolls less than his/her Intelligence + Level on a d20 will realize that amnesia can sometimes occur when a magical compulsion forcibly overrides the subject's natural inclinations or training. To murder a civilian in peacetime was against everything Razko had learned in a lifetime of soldiering, and his mind subconsciously blotted out the memory of what he had been forced to do.

Razko went to the House of the Dancing Dead to see Ildarel again, but the shock of seeing the impostor in her place, together with the stress of the **charm** and everything else that had happened to him recently, was too much to bear.

On the basis of these admissions, Captain Angones will have to turn Razko over to the appropriate authorities to be charged with the murder of Andilas, but it seems that there is a good chance of a successful defence on the grounds of magical compulsion. Captain Angones will be most anxious that the party should be available to act as witnesses.

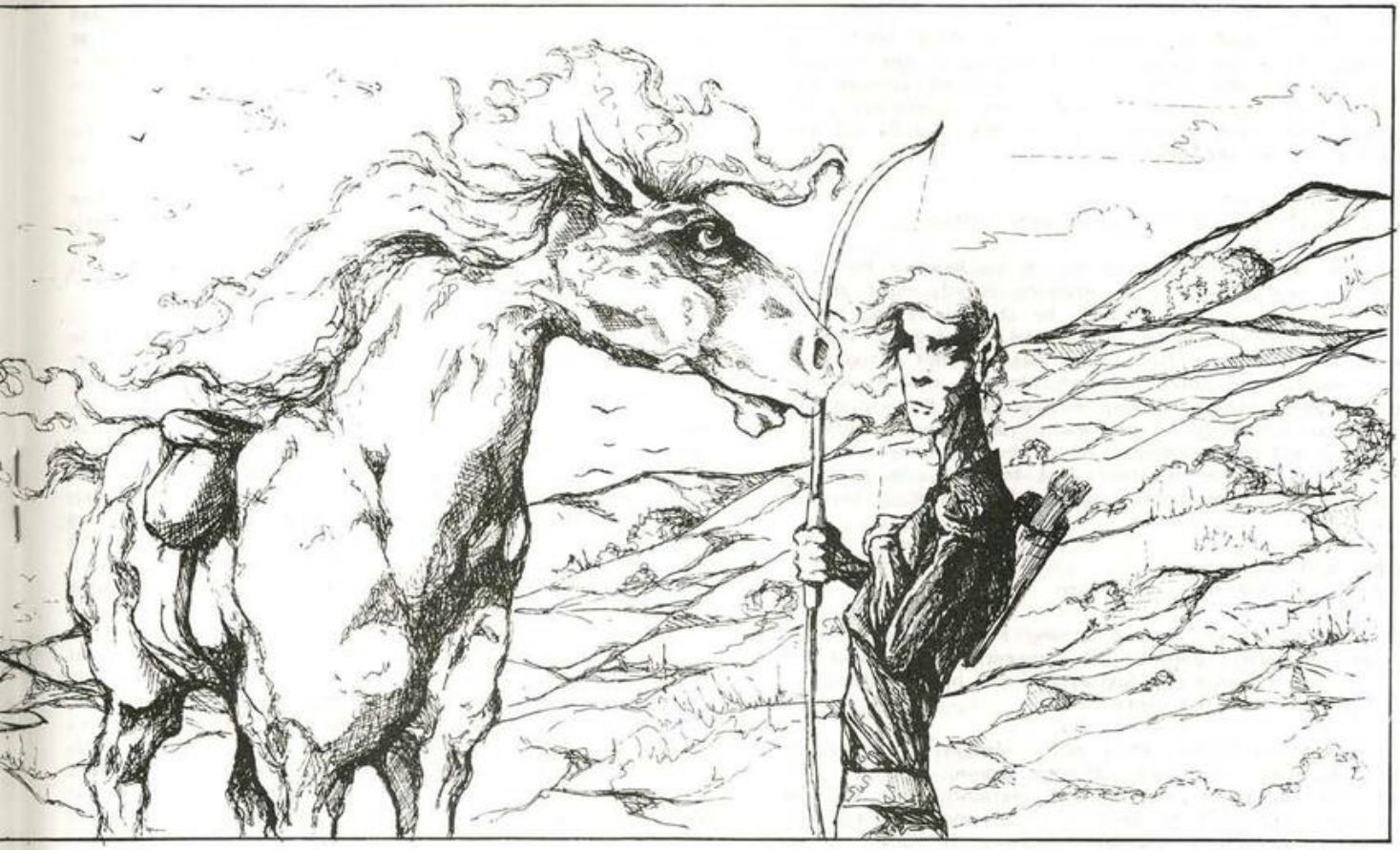
There are a few other prisoners in the guardroom, charged with minor offences such as overstaying evening passes and returning to barracks unfit for duty, and they will watch with interest as the party questions Razko. If **detect magic** is used in the guardroom, another magical aura will be picked up, surrounding one of the other prisoners. It is similar to the one surrounding Razko, but slightly stronger. Also, if the name Ildarel is mentioned at any time during the questioning, this prisoner, who is two cells away from Razko, will become excited, grasping the bars of his cells and shouting, 'That's her! That's her name!'

This man, it will be discovered, was arrested on the day after the break-in at the Merchants' Guild - he had been detailed to look after the Colonel-in-Chief's horse while the latter was conducting a routine inspection of the Gate installation, and the Colonel-in-Chief returned with Captain Angones to find that he had apparently given the horse away. The man has no serious after-effects from the charm, and can be questioned freely. All he can remember is that a young woman, with some elvish blood judging by her appearance, approached him, admired the horse and asked him to give it to her. Without knowing quite why, he gave it to her, and watched her ride off westwards. He will be able to give the party a description of Ildarel corresponding closely to that given by Elsinore Turgarron and by the staff of the House of the Dancing Dead, and will say that she was wearing travelling clothes and was carrying a small bundle of belongings with her.

If the party returns to Elsinore Turgarron with all the information they have managed to collect so far, they may think that they can go no further; however, Elsinore does not admit defeat easily and there is a great deal at stake. He will give the party the rest of the day off, instructing them to report to him that evening.

The party will be treated to a lavish private dinner with Elsinore in the Turgarron house, and over dinner he will tell them that he has been able to find out a little more about the mystery. Discreet enquiries among the waggoners and guards of recently-arrived merchant caravans have revealed that a young woman riding an army horse has been seen a number of times on the road to the mountains. She was not travelling fast, and appeared to be alone.

'Once that road gets into the mountains,' says Elsinore, "There is nothing to do but follow it through the White Gates pass and out on the other side. If you move fast, you should be able to overtake her while she is still in the mountains. If you find her and return her to me, I will overlook what I said at first about your bonus reducing over time. The basic rate of two thousand gold pieces a head still stands, whether you are successful or not. I will equip you with horses and provisions, and you will leave at first light. May I propose a toast to your success.'



PART 7 - THE HALFWAY HOUSE

The Halfway House is a way-station on the mountain road. It lies about four leagues from the city, at the end of a full days travel for a merchant caravan of ox-carts or pack mules, but if the party ride hard they should reach it in half a day.

The party will arrive to find the proprietor of the way-station in the process of ejecting a young merchant, the younger son of a family from across the mountains, The young man has outstayed both his cash and his family's credit by two days, refusing to leave the way-station when his caravan moved on.

Ulvir Aksald, proprietor
M; Fr4; N; AC 9/10: hp 14; dagger

Ulvir is a big, blustering man of about fifty. He has managed the Halfway House for nearly twenty years, and seen merchants and all kinds of other travellers come and go. The young man has been a nuisance for the past two days, and Ulvir has decided to throw him out.

Macrio Galathurn, merchant
M; Fr3; AC 8/9; hp 8; sword, normal/broad, dagger

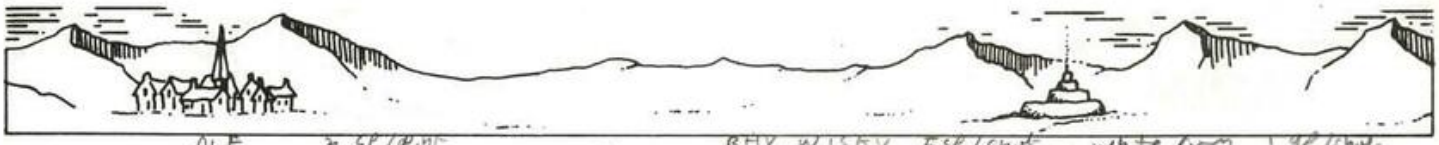
Macrio is very drunk and obsessed with the idea that he must stay at the way station. He will probably appeal to the party for help, making all kinds of promises in return for their assistance. If anything coherent can be got out of him, he will say that he met a young elf-woman in the way-station three nights ago when his caravan stopped there for the night. She was on her way to visit relatives in the mountains, but that night the two fell deeply in love. The following day Ildarel (for indeed it was she) told Macrio to wait for her at the Halfway House while she went to her parents to ask for their blessing on the couple's marriage. She promised to return on the following day, and Macrio is still waiting for her. He is convinced that she will return, since before she left she gave him a ring from her own hand - it is gold, set with jet and engraved with her family crest.

Ulvir does not know quite what is going on, but refuses to believe a word Macrio says. For one thing, there is no forest within a months travel from the Halfway House where elves are known to live; the only elves he ever sees are in the occasional group of adventurers. Secondly, no young woman answering to the description Macrio gives was seen that night by Ulvir or any of his staff, and thirdly, the crest on the ring is one quite well known to Ulvir - it belongs to the thoroughly human merchant family of Turgarron.

If any character with a **Jeweller** or **Lapidary** skill examines the ring and makes a successful skill check they will see that it appears to be of antique workmanship, but it is definitely of human manufacture and very different from the elvish style of work. The crest on the ring is identical to that on the medallion that Riadha gave the party, and is indeed that of the Turgarron family.

If the party give any indication that they know of Ildarel, Macrio will frantically demand to know where they saw her last and how she is, and if anyone hints that she is married, or that they are tracking her down in connection with a series of crimes, he will become abusive and may attack one or more party members. It will certainly be difficult to persuade him to hand over the Turgarron ring.

Full plans of the Halfway House are included (see overleaf), and the party may question the staff if desired. Personnel are listed under the rooms in which they normally work (but the DM should, of course, feel free to change any positions if desired).



ALE 2sp/pint
cheap wine 1sp/glass (10sp/pint)
good wine 5sp/glass (2gp/pint)

RHY WISKY 5sp/shot
SNAKE EYE 1gp/shot
RAT TAIL 10sp/shot
white rum 1gp/shot
Rum 1gp/shot
potato w.sky 5sp/shot
HEATHER GEM 2gp/shot

Room 1: Bar
The bar has a large main room, with curtained booths for customers who desire privacy. It is staffed by one barman, two serving-girls and a bouncer. A merchant caravan has stayed here overnight, and the guards and drovers are grabbing one last drink before they set off; details of the caravan personnel are given later.

Valko Drogen, barman
M; Fr3; N; AC 9/10; hp 9; dagger, empty bottles

He will be able to confirm that Macrio has been in the waystation for two or three days, drinking heavily most of the time. When he ran out of cash, he started writing IOU's, but even though his family are valued and regular visitors to the Halfway House, Ulvir finally decided that enough was enough and forbade Valko to serve him any more. Macrio became argumentative, and Ulvir was forced to throw him out. Valko has no knowledge of any woman answering to Ildarel's description, but he remembers that the night before last, when Macrio had had a great deal to drink, he suddenly accosted Sulariel (see below), apparently mistaking her for someone else.

Sulariel Inithar, barmaid
F; Fr3; NG; AC 8/9; hp 8; no weapon

Sulariel is a half-elf, raised among humans but strongly favouring her elvish parent. She appears to be about 17, but is in fact in her early forties and has been working for Ulvir for more than ten years.

She will confirm Valko's story about Macrio mistaking her for Ildarel, and will add: 'Strange name, Ildarel. My elvish isn't all that good, but it certainly isn't a local elvish name. It ought to have at least one more syllable, like maybe Ildiariel, or Ilidriel. Anyway, it doesn't sound right to me - you can make what you like of that!'

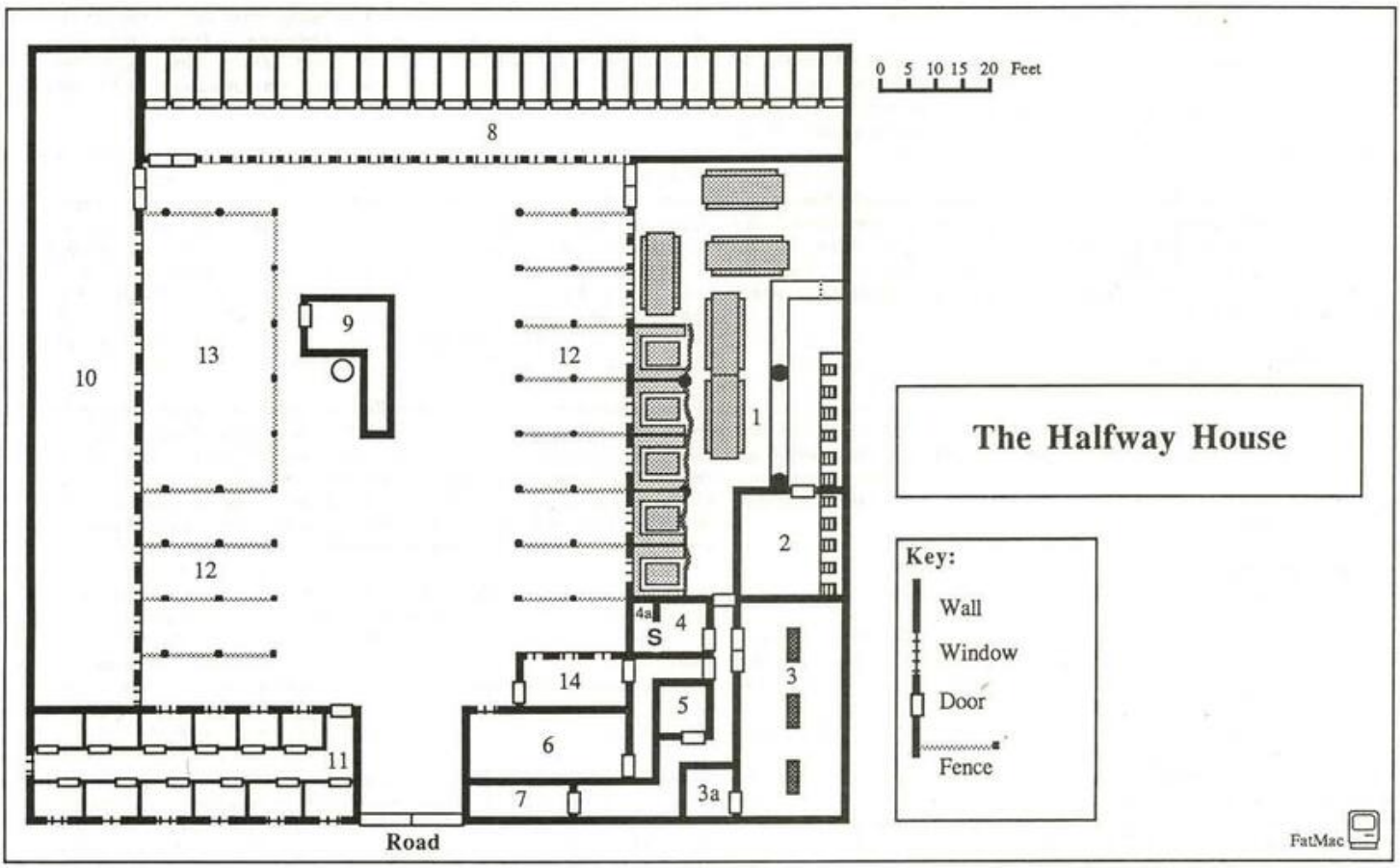
Sulariel is, in fact, very interested in Elvish culture, and the party may not have thought of this before. Any elf or half-elf in the party who rolls below his/her Intelligence + Level on a d20 will agree that the name is unusual.

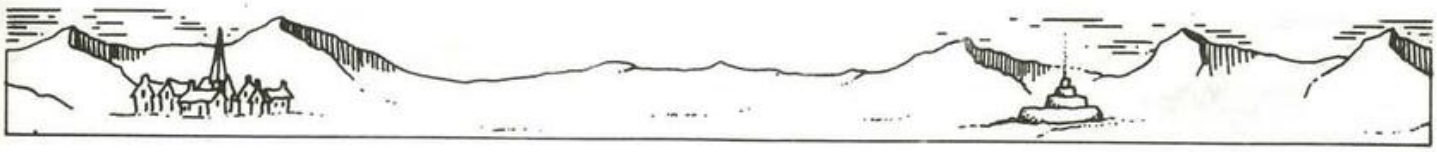
Gila Karumen, barmaid
F; Fr1: N; AC 9/10; hp 2; no weapon

Gila has been working at the Halfway House for only a few months, and appears cheerful and hard-working but not particularly bright. Any character who rolls less than his/her Wisdom score on a d20 will form the impression that there is more to her than meets the eye.

She is in fact a spy, planted here by the Khirtima family to observe and report on the trade passing through the Halfway House. While there is nothing actually illegal about this, she will lose her job if her activities are discovered. Any character with **Trader** skill will realize that this kind of espionage is normal practice among the competing merchant families and states, and may decide to use the information to try and blackmail her into becoming a double-agent, working for the Turgarron Family and feeding misleading information to the Khirtima Family when necessary. The DM should decide whether or not this move would be successful, and how dependable Gila would be; Elsinore would be pleased to have a spy in this location.

Gila has no information about Macrio, and like the rest of the staff she has not seen Ildarel. If her spying activities are discovered and she is threatened with exposure, she will admit that three nights age she went to Macrio's room, with the intention of going through his baggage while he was asleep. When she got to the door, however, she heard a low conversation taking place in the room. She could not hear what was said, but one of the voices was definitely Macrio's and the other was female (but didn't sound much like Sulariel or Dina).





Raldo Tarren, bouncer
M; Fr2; N; AC 9/10; hp 8 (St 17); blackjack/small club

Raldo, as he never tires of telling anyone who will listen, may not have had much of an education, but he knows a good job when he sees one, and getting keep and wage for the occasional fight must be the easiest number going.

He will be unable to tell the party anything of any value, but will confirm that Macrio has been a nuisance over the last couple of days. If a brawl should break out, treat Raldo as a 2nd level Fighter.

Room 2: Bar Store
In here are a dozen barrels of ale, four casks of rough wine, six cases of good wine, and ten cases of assorted spirits.

Room 3: Kitchen
The room is filled by three large open hearths and an assortment of cooking utensils and work surfaces. The kitchen is staffed by one cook and a maid, who is constantly shuttling back and forth between the bar and the kitchen with orders.

Perno Bourney, cook
M; Fr2; NG; AC 9/10; hp 7; no weapon, although an assortment of knives are available

Perno is a halfling, and as such is an excellent cook. It is said that his skill in preparing a meal is equalled only by his relish in consuming it. He loves his work, and seldom ventures outside the kitchen. While he is generally content with his lot, he is lonely for halfling company, and will fall on any halfling in the party like a long-lost brother, dragging him/her into the kitchen to talk, smoke and sample some of his 'special' cheeses over a mug or two of cooking sherry. While he is a mine of gossip about all sorts of goings-on at the Halfway House, he knows nothing which could help the party in their mission.

Dina Barnor, maid
F: Fr1; NG; AC 9/10; hp 2; no weapon

Dina was apprenticed as a cook at the age of ten, and has come to regard Perno as a substitute father. Under his instruction, she has become a skilled cook in her own right, and hopes to take over the kitchens when Perno retires and goes back to his shire to tell stories of his wild life among the humans and to be treated as a great adventurer - something he talks about frequently but shows no inclination to do. Her wildest dream is to work as a cook in a big house in a city, but she does not have much hope of achieving this.

Room 3a: kitchen Store
Contains enough provisions to keep the Halfway House running for about three weeks.

Room 4: Ulvir's Room
Furnished simply but well, there is little of any interest in here, and the party will probably not be allowed to search here. The headboard of the bed pulls down to reveal the secret door into 4a, the strongroom containing the last month's takings. 1000-4000gp more when treasury is good

Rooms 5-7: Staff Bedrooms
Valko and Perno share room 5, the maids sleep in room 6, and Raldo sleeps in room 7. Rooms 6 and 7 have spare beds, since Ulvir sometimes hires temporary help at busy times of the year.

None of the rooms contain anything of interest beyond a few assorted personal belongings, although if the maids' room is thoroughly searched it may be possible to find some evidence of Gila's spying activities.

Room 8: Stables 10sp/day
The long, covered stable block contains stalls for 26 horses. Thirteen of them are now occupied, and the stable-boy generally sleeps in an empty stall.

Venn Darro, stable-boy
M; Fr1; NG; AC 8/9; hp 3 (Dex 15); no weapon, will use pitchfork in emergency

Venn is fifteen years old, and has been the stable-boy at the Halfway House for four years. He has a natural rapport with horses, (**Horseman:** 50% for the purpose of diagnosing and treating any minor ailments and injuries).

He knows very little of what has been going on, although he saw Ulvir in the process of throwing Macrio out. Three nights ago, he noticed a horse with an army brand and military-pattern horseshoes in the stable; it was gone next day. It was unusual, but he thought no more about it.

Room 9: Well and Wash-house
Water is drawn from the well each morning and poured into a broad channel running round the inside wall of the wash-house. In the annexe are six earth closets, emptied once a week by Venn unless another member of staff has seriously upset Ulvir.

Room 10: Dormitory 10sp /day includ. my meal
This is basically a large hall with straw strewn along each wall. The guards and waggoners from the merchant caravan were accommodated in here, and some may still be about.

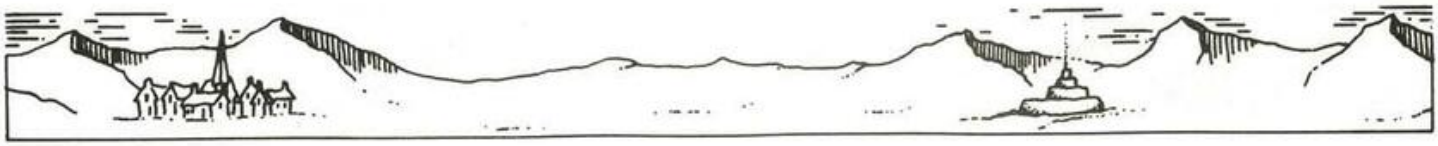
Room 11: Single Rooms 5gp /day includ. my meal would be use private stalls in barracks
This is more luxurious accommodation for travellers who can afford it. Each room contains a bed, chair, and washstand, and heated water for washing is delivered each morning. Three of the rooms were occupied by the leaders of the merchant caravan, but have been vacated and are being cleaned; the party will be allowed to examine Macrio's room if they wish. In addition to the normal furnishings there is a chest belonging to Macrio; a character with the **Trader** skill will be able to find a few documents among its contents which might provide useful information to any competitor (such as the house of Turgarron), although it may prove difficult to steal the documents unnoticed.

There is nothing else of any interest in the room, but if any PC looks out through the window, some old tracks may be noticed in the soft earth outside. They are indistinct and not fresh, but a Ranger or a character with the **Hunting** or **Trapping** skill might be able to recognize them as dog-like, possibly fox. The tracks lead from the window to the road, where they can no longer be distinguished.

Room 12: Cart Stalls 1gp /day
Not really a room, this area consists of a series of wattle-work partitions where carts may be left. The area can accommodate sixteen carts in all. The partitions are open to the sky, so merchants transporting cargos which might suffer from rain or dew must provide their own tarpaulins. The guards and waggoners are busy rolling their ten carts out and hitching the mules.

Room 13: Corral 5sp/mule
This is a fenced enclosure, which can be covered with a tarpaulin in severe weather. The caravan's twenty mules were housed here overnight.

Room 14: Strongroom (free lob. gatory)
In here are kept all the guests' weapons and armour. The only armament permitted in the way-station is one dagger per person. Some of the caravan guards are finishing the job of unpacking their equipment from here. The door opening onto the courtyard can only be opened from the inside, and the door to the staff block of the building is hidden on both sides.
Ulvir will store valuable items in 4a for a fee of course min 10gp/day



THE CARAVAN

The caravan belongs to the Khirtima Family from across the mountains, and is heading for the city with eight carts of wine and two of fine silks.

Ruvakar Khirtima, merchant, caravan chief
M; Fr5; N; AC 5; hp 14; sword, normal/broad, dagger

Ruvakar is fast running out of patience. The caravan is several hours late in getting under way; last night Maruvim (see below) spent a great deal of time complaining about not being given enough responsibility, so Ruvakar told him that he could take charge of readying the caravan this morning. Today's leg of the journey is a fairly short one, and Ruvakar thought the experience might put Maruvim in his place. But the waggoners have been playing up even more than normal, and Maruvim has been able to do nothing about the steady flow of personnel to the bar. If the caravan does not get underway soon, they will be lucky to reach the city by midnight, let alone nightfall. As the party arrives, Ruvakar will be stepping in to clear up the mess Maruvim has created. He will have no time for anyone, and will not allow any of his men to waste time talking.

Maruvim Khirtima, junior merchant
M; Fr2; N; AC 5; hp 5; sword, normal/broad, dagger

Maruvim is from a minor branch of the family, and is still very much in his apprenticeship. He is currently in the doghouse over his mishandling of this morning's preparations, and feels that the whole business is very unfair. He will spend most of his time following Ruvakar about frantically making excuses.

Bozhar Zadirut, escort captain
M; F5; LN; AC 4; hp 30/32; sword, normal/broad, dagger, lance

Bozhar spends most of his time hovering on Ruvakar's shoulder, alternately glaring at Maruvim and bellowing at his men. He will not speak to the party, and will order some of his men to take them out of the way if necessary.

Bareth Hamadim, escort sergeant, infantry
M; F3; N; AC 4; hp 13/16; sword, normal/broad, dagger, spear

Hath Vahir, escort sergeant, infantry
M; F3; AC 4; hp 14/17; sword, normal/broad, dagger, spear

The two sergeants will be busy supervising their men, and will brook no interruption from the party.

Cavalry escort
The escort consists of ten level 1 Fighters in AC 4 and armed with swords, normal/broad, daggers and spears, riding unbarded light warhorses.

Infantry escort
The infantry escort consists of ten level 1 Fighters in AC 4 and armed with the same weapons as the cavalry. They normally ride one to a wagon when the caravan is underway.

Waggoners
The ten waggoners are 1st level Freemen, in AC 7/8 armed with short-swords and daggers.

CARAVAN RUMOURS

The party may be able to talk to some of the waggoners and guards despite Ruvakar's impatience to be under way. Any character may roll less than his/her Charisma + Level on a d20; success indicates that one rumour has been learned.

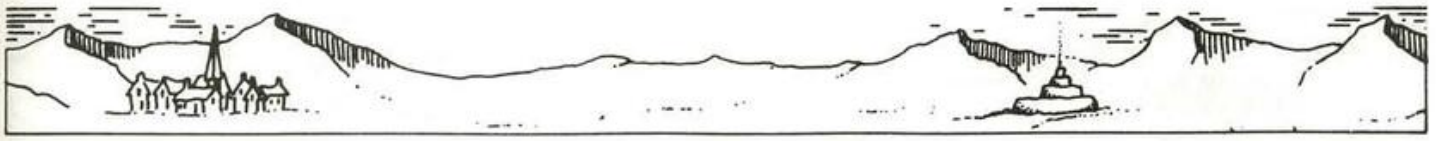
1. The Hermit of the Pass has gone mad.

2. There may be a war or rebellion brewing in the mountains; a whole cartload of heavy crossbows and bolts has just been sent to a village called Saeter, high in the mountains.

Any character with a local background, or one familiar with the trade road, will know of the Hermit of the Pass (see Part 8) a recluse who lives in a cave in the high White Gates Pass. A character with the **Artillerist** skill will realize that in most states heavy crossbows are normally restricted weapons, permitted only to military and mercenary units; for a village of farmers to buy them is highly unusual and probably illegal.

THE TRUE STORY

This section largely speaks for itself - Ildarel stabled her horse here at nightfall on the day she left the city, and went into the building **invisibly** for a free nights accommodation. By a coincidence, she picked the room that had been booked for Macrio, and was forced to **charm** him when he discovered her. The **charm** worked extremely well, and she was forced to tell him the story about seeing her parents in order to get away from him in the morning. She slipped out of the window in her fox form, and waited for a suitable moment to take her horse out of the stables. Then she headed on down the road towards the mountains - and the White Gates Pass.



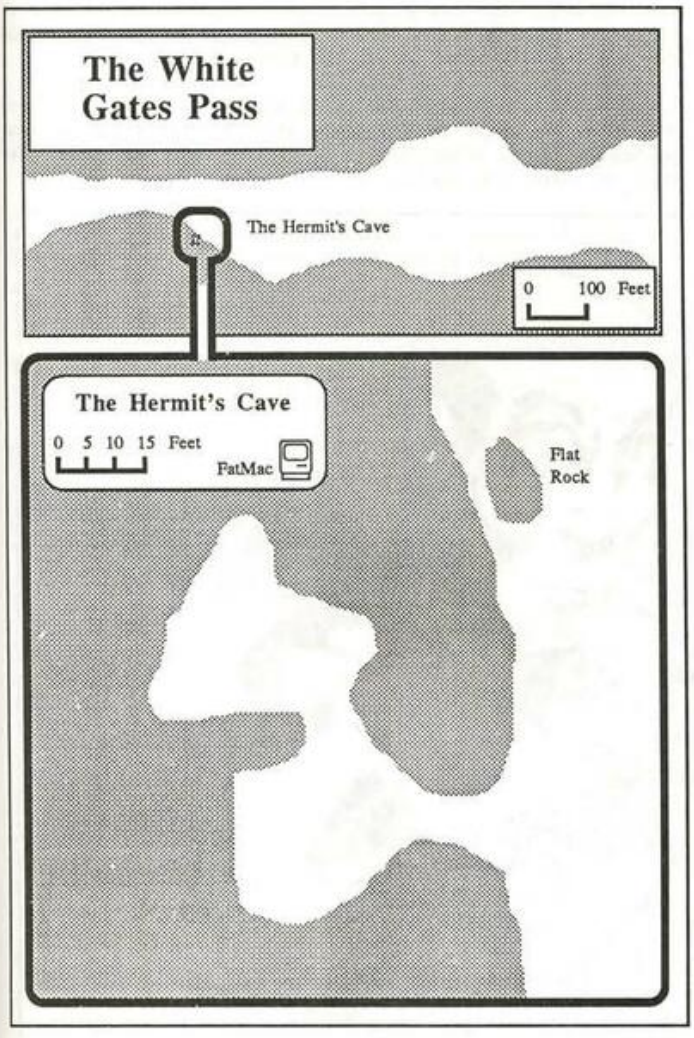
PART 8 - THE WHITE GATES PASS

As the trade-road winds up into the mountains, it becomes narrower and more precipitous. The White Gates pass is the most direct year-round route through the mountains. It is about half a days fast ride from the Halfway House - a full days travel for a caravan - and is a regular night camp.

The Hermit of the Pass is well-known to regular travellers on the road. An enigmatic figure, he appeared as if from nowhere almost five years age, and moved into a small cave in the narrowest part of the pass. It was about the same time that caravans camping lower down the pass stopped suffering from night attacks by a notorious group of Ogres.

From that time, the White Gates have never closed; even in the severest weather, a passage two carts wide was always kept clear. The Hermit was occasionally to be seen meditating on a flat rock near his cave, or out on the mountainside gathering herbs. On rare occasions he has been known to help with sick men and animals, using his great skill with herbal preparations. He seldom speaks, and travellers do not disturb him lightly, but they frequently leave small gifts - of food, or herbs from distant regions - on his flat rock as they go through the pass.

The party may have heard a rumour at the Halfway House that the Hermit of the Pass has gone mad, and this will certainly appear to be the case when they reach the pass,for they will find him squatting in the middle of the road, drawing incomprehensible designs in the dust and mumbling to himself in his native tongue.



LAN-TAI SHENG

The Hermit of the Pass is Lan-Tai Sheng, a 4th level Mystic-/Monk - full details are given below. Mystics are covered in the D&D Master Set (DM's book, pages 17-19 and 32), but a DM who does not have access to this source should be able to get by on the information given here. Essentially, a Mystic is a kind of martial arts monk with enhanced unarmed combat abilities; damage values given are for punching and kicking attacks, and the low armour class is due to martial skill rather than worn armour.

Lan-Tai Sheng, M, Mystic/Monk, Level 4, Align LN
Unarmed (damage 1d6+1/1d6), AC 6/7, hp 14/13, save as F4/T4
Human

S 15	.gaunt, ascetic
I 13	.hermit
W 15	.currently insane, may become violent
D 15	.knows most merchants by sight
Co 14	
Ch 12	xpv175/238

THIEF ABILITIES

Find/Remove Traps	25%/35%	Hide in Shadows	25%/25%
Move Silently	35%/33%	Open Locks	-/37%
Climb Walls	90%/88%	Hear Noise	-/15%

SPECIAL ABILITIES

D&D
Awareness - surprised only on a roll of 1 on d6
Heal Self - cure 4hp once per day, by concentrating for 1 round

AD&D
Surprised 28% of the time
Speak with animals as Druid Ability
Mindmask
Fall up to 20ft without injury if within 1ft of wall
Deflect missile on petrification saving throw
No damage from any attack if saving throw made
+2 to any weapon

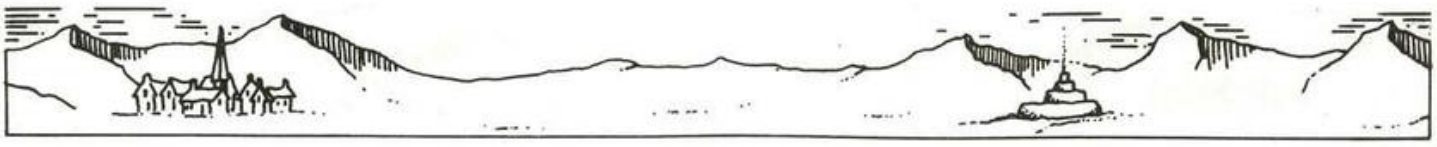
Lan-Tai Sheng will ignore the party unless he or his designs are touched - then he will attack using his unarmed combat skills and fighting until all the party are dead or subdued. The DM should encourage the party to deal with the situation without killing him.

As the party approaches him, they may be able to make two words amid his ramblings, which are repeated over and over again - the first is Ildarel's name, and the second is the word 'kitsune'.

Any character who is a skilled linguist, (or knowledgeable about exotic and fantastic beasts), will recognize the word kitsune as referring to a legendary beast from Lan-Tai Sheng's distant homeland, which can take the form of a fox or a man at will and delights in playing tricks and practical jokes.

Lan-Tai Sheng is suffering from the after-effects of Ildarel's **charm**. His highly-disciplined mind reacted badly to being subjected to a chaotic intellect, and the meditation he attempted, rather than cleansing his mind, turned it inwards upon itself, resulting in a temporary mental breakdown.

Detect magic will detect the remnants of the **charm** as a faint aura around his head; any character attempting to use **ESP** on him must make a saving throw vs. spells or suffer the effects of a **confusion** spell.



Lan-Tai Sheng can be cured of his temporary insanity in a number of ways:

1. If he is subdued in non-lethal combat:
2. If he is reduced to zero hp (D&D: he will use his **heal self** ability; AD&D: his eyes will clear suddenly as he lies dying. 'Forgive me,' he will say, 'Cave...potion...please', and with that he will lapse into a coma, dying in one turn unless he is cured or given one of the potions in his cave);
3. If a **bless** spell is cast on him, he is allowed a saving throw vs spells to throw off the insanity;
4. **Dispel magic** or **remove curse** will automatically cure him.
5. **Charm Person** or **remove fear** will allow him a saving throw vs, spells, and if this saving throw is failed, he is cured of the insanity but affected normally by the spell. If he makes the saving throw, there is a chance that he will become enraged by this new magical assault on his mind;
6. **Sleep** affects him normally, but a saving throw vs. spells should be made to see if the spell removes the insanity.

If Lan-Tai Sheng is freed of his insanity, he will bow deeply to the party and ask them to forgive him his uncontrolled actions. He will invite them into his cave and use his herbal skills and potions and heal any wounds they might have, giving them any remaining potions to aid them in their mission. If he is asked for information, he will speak as follows:

'The kitsune was here, two days ago. It had the form of a young woman with elvish blood. I treated the leg of its horse. I have a long road still to travel - the kitsune was able to bend my mind and make me a puppet with its strings tangled.'

If he is asked what a kitsune is, he will say: 'It is a spirit, becoming fox or human as it wills. Its mind is like that of a child, and it delights in mischief and confusion. When human, it can bend a man's mind, as it did to me. Never trust, never listen, never believe. Always remember that it is a monster, and its appearance belies its true nature.'

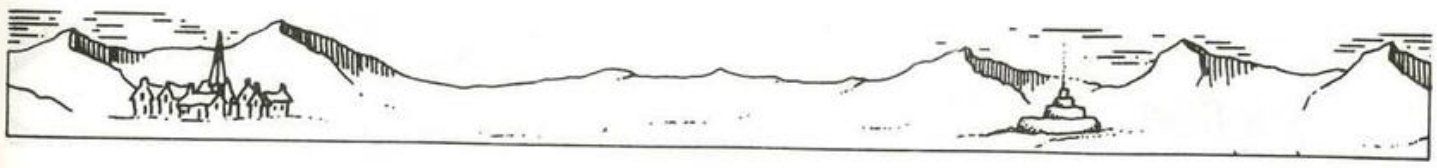
Lan-Tai Sheng is, in fact, only partially right. The kitsune of his native land has some passing similarities to a werefox/foxwoman, but there are also many differences.

A plan of Lan-Tai Sheng's cave is provided. The outer chamber is his living quarters, but is bare except for a few small sacks and clay jars of herbs, three stone bottles of his herbal potion and a staff (quarterstaff/bo staff). The inner cave is a small shrine. On a low flat stone stands a small, finely-carved wooden statuette representing the patron spirit of Lan-Tai Sheng's home monastery, and the walls are shallowly engraved with a great number of strange symbols. If he is asked, Lan-Tai Sheng will explain that they are verses from the scriptures of his faith, which he memorized in his monastery.

As mentioned above, Lan-Tai Sheng is a skilled herbalist (60%). His potions act as non-magical **potions of healing**, and also allow the drinker a second saving throw (at +2) against poison or disease which is affecting them. There is enough for three draughts in each bottle. His own skills allow him to bind wounds with herbal poultices, which restore 1hp per wound bound immediately, and increase a patient's rate of recovery by a like amount, provided that they are changed every day by a skilled herbalist.

Lan-Tai Sheng knows nothing about any rumour of a shipment of crossbows (see Part 7). If he is asked where Ildarel went, he will say that she carried on through the pass, following the road. Her horse was still limping slightly, and if any character is skilled in tracking he will explain to him how to recognize the horse's tracks. All tracks on the trade-road have been obliterated by the passing of the caravan which the party met at the Halfway House, but it might be possible for a skilled tracker to pick up the two-day old tracks if they leave the road.

Lan-Tai Sheng will wish the party well on their mission, and will offer to teach his herbalism skill to any character who wishes to learn, when time allows. He will not leave the pass to assist the party.



PART 9 - THE VILLAGE OF SAETER

Interlude - Battle in the Sky.

The trade road leaves the White Gates Pass, and crosses the border into the neighbouring kingdom. The two states have been allies for many years, so the small fort which used to guard the border has fallen into disuse and stands in ruin.

As the party follows the trade road down to the timber-line, they will see a tremendous aerial battle taking place between a pair of giant eagles and two gargoyles. The eagles are tattered and bleeding from several wounds, but their talons and beaks have no effect on their opponents. As the road approaches the scene of the battle, a terrified horse bursts from the trees and onto the road.

There is an equal chance that the horse will run towards or away from the party. If it runs towards them, all PCs in its path must roll their Dexterity or less on a d20 in order to avoid taking 1d6 damage each as it stampedes through the party.

The party may try to catch the horse if they wish; the success or otherwise of their efforts is left to the DM to determine. Characters who are skilled in handling horses should have an advantage.

The horse, if caught, will be found to bear a military brand, and it also wears the military-pattern horseshoes, as any character with a skill in handling horses will discover. It also has a slight limp.

If any character with a **speak with animals** spell or ability tries to question the horse, they will learn that the eagles and gargoyles are fighting over the right to eat it. Its leg hurts, and its rider abandoned it near a place it describes as 'many stables, many people'. It can give no more information, but it is terrified and wants to get away before the battle in the air is decided. It might return to the Hermit of the Pass if instructed to do so.

The party may intervene in the aerial combat if they wish; the statistics of the combatants are as follows:

Giant Eagles
AC 6/7; move 60'/3" (480'/48" flying); HD 4; hp 8, 14 (21, 26); attack 2 claws, 1 beak; damage 1-6, 1-6, 2-12; SA dive; SD nil; Int. average; Align. N; Size M; ML 7; Save F3; XPV 125/234, 125/254. (Original hit points in brackets).

Dive: if an eagle dives 50ft or more to the attack, it attacks at +4 and claw damage is doubled, but no beak attack is possible.

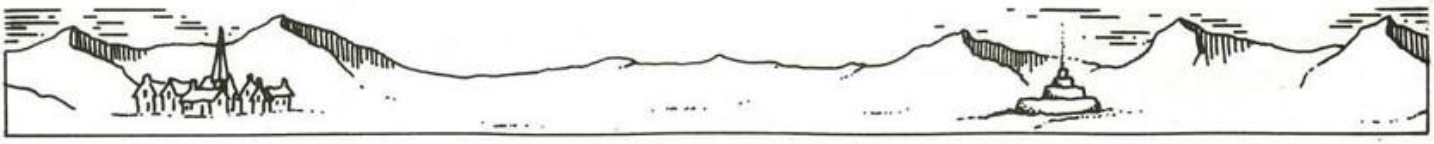
Gargoyles
AC 5; move 90'/9" (150'/15" flying); HD 4/4+4; hp 17/21, 20/24; attack 2 claws, 1 bite, 1 horn; damage 1-3, 1-3, 1-6, 1-4; SA nil; SD magic to hit; Int. low; Align. CE; Size M; ML 11; Save F8; XPV 125/270, 125/285

Both sides will be too absorbed in the fight to notice the party approaching, but they will react as soon as the party joins in on one side or the other. If the party does not join in, the gargoyles will win, both eagles flying off at top speed when reduced to 4hp or less.

If the gargoyles win, with or without the party's help, they will almost certainly attack the party immediately, for they prefer the flesh of humanoids to horse-meat. In the unlikely event that the party manages to **charm**, subdue or otherwise come to terms with them, they might learn that the gargoyles were, until recently, kept caged by a wizard with a tower in the mountains, but were let out by a female humanoid whom they had never seen before. The wizard has made no attempt to recapture them, and they will become visibly nervous if this is mentioned - it is something that they had not yet thought of. If it is left to them, they will fly off into the mountains to continue their happy life of killing and wrecking - although they may return to attack the party later on.

If the party joins in on the eagles' side and the gargoyles are killed or driven off, the eagles will swoop down and ask the party what happened to the horse. Any character may try to get some further information from them. If the reaction roll is unfavourable, the eagles will simply fly off in search of the horse, or demand that the party hands it over, according to the circumstances. They will only attack as a last resort, since they are grateful for the party's help.

The eagles may give the party the following information: The gargoyles came from a tower high in the mountains, where one or more humanoids live. Not far from the tower is a settlement - they refer to it as a 'nest colony'. If asked about recent visitors to the settlement or tower, they will reply merely that humanoids come and go all the time, but they cannot tell one from another, so they are unable to say whether or not there are newcomers. If they are asked where they first spotted the horse, they will say that it was just outside the settlement.



A SMALL CRUSADE

PLAYERS' INFORMATION

A track leads off the trade road towards the village, a distance of three or four miles. A Ranger or any character with **Hunting** skill will notice that the last traffic to go down the track was a two-horse cart, moving away from the village. About two-and-a-half miles down the track, it passes through a series of narrow rocky defiles.

If any Thief in the party succeeds in a **hear noise** roll, he/she will hear a slight clinking and scraping noise from the rocks at one side of the gully. Otherwise, the party stands twice the normal chance of being surprised when several figures rise from behind the rocks and they find themselves surrounded, with twenty heavy crossbows pointing at them.

'Stay exactly where you are,' shouts a voice, 'And don't do so much as twitch.'

DM'S INFORMATION

The party has been ambushed by a group of villagers, who have been lying in wait for them since they were seen on the road. There are twenty villagers, who should all be treated as NM/LO; they are semi-proficient with their crossbows, which they will use at a -1 penalty to attack rolls. In addition to the crossbows, they are armed with an assortment of clubs, knives and pitchforks. They are not armoured.

They may not be much to look at, but they mean business. Any move of any kind from any member of the party will be answered with 1d4 crossbow bolts, and the DM should point out that the party are surrounded and that a fight would lead to severe casualties.

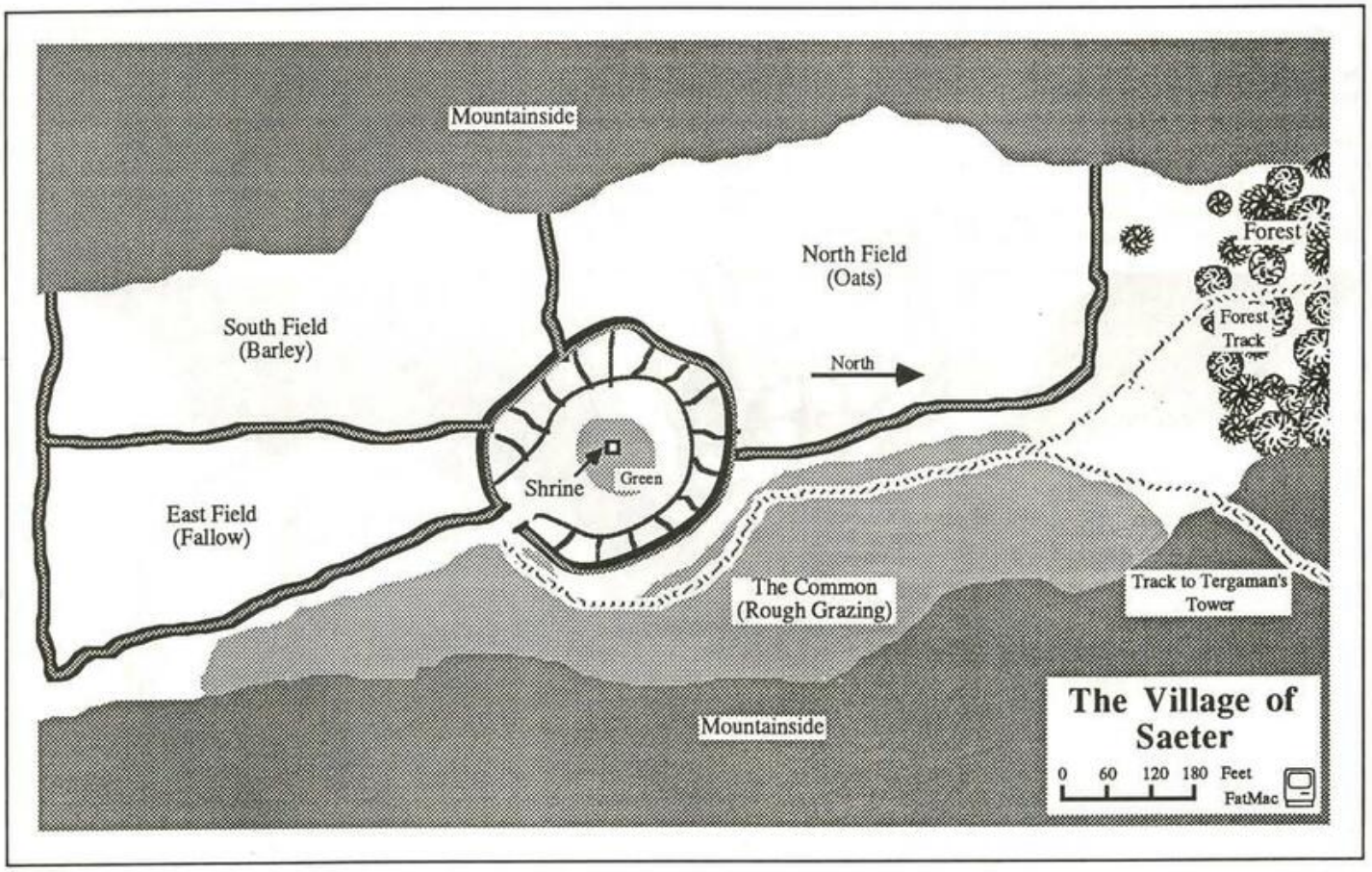
The leader of the villagers will ask the party who they are, where they are from and why they are heading for the village, which he names as Saeter. If any character in the party has a background in farming the party will gain a favourable reaction if this character is allowed to act as their spokesman. The DM should use the result of a reaction roll to determine the villagers' general attitude - whatever the roll indicates, the party will be escorted to the village to meet the headman.

The village looks like a place under siege. More villagers armed with heavy crossbows man the wall, and the gate has been hastily barricaded with boxes and furniture. The villagers will exchange friendly greetings with the party's escort, but the party will never have less than twenty crossbows trained on it at all times. The party is marched onto the village green, and the headman comes forward. Unlike the rest of the villagers, he is clad in an old and battered shirt of chainmail, and he carries a sword in his hand. He looks at the party, his head on one side.

Targo Morn, Village headman
M; F2; LG; AC 5; hp 13; **longsword +1** 'Truthlight', align LG; Int 7/12; Ego 8/3; Will Pow./Person. 15; **detect evil,** 10' r

Targo is a weatherbeaten hill-farmer in his fifties. He saw extensive mercenary service in his youth, before coming home to Saeter to marry and take over his father's farm. As the only inhabitant of the village with any military experience he has been elected headman in the current emergency. He looks as is he has not slept in some time.

Targo uses the sword's **detect evil** ability to size the party up. If the party is predominantly evil, he will order them to leave the village, using force if necessary. If the party is predominantly good, his face will flood with relief; he will wave the escort away and invite the party into his cottage.



'I beg you to forgive our welcome,' he says, 'But these are desperate times and we can trust no-one. Please accept my hospitality and share my food and wine, and allow me to make what explanation I can.

'As you have seen, we are all farmers here, and the Lady Verdaine has always been our protector. We have always been faithful and tended her shrine well, and three days age - it seems like three years - we were rewarded with a great miracle. That dawn, when Borgo, our priest, opened the shrine, he found that the Lady herself had come among us, as a reward for our faithful service.

We rejoiced greatly, and sent word to our overlord - rot him - the wizard Tergaman, who has a tower a league further into the mountains. We expected him to rejoice also, but we had forgotten the Prophecy of which every winter is a warning. As it is written, the Dark One imprisoned her, binding her in chains of light and taking her to his foul tower. Yonder blackened spot is where Borgo died defending her. Only then did we realize that the Prophecy had come true, and we, her children had betrayed her.

'We are not fighters; only I have ever seen military service, and I have never before fought sorcery. But I know what heavy crossbows can do, even in the hands of novices. They cost us everything we owned, but we must atone for our betrayal and wipe clean our guilt. We attack the Dark One's tower tonight, and we will free the Lady Vardaine and pull the Dark One's tower down in flames about his ears, or we shall die in the attempt. He knows we are preparing, for he sends his winged devils to torment us. They would have killed us all, but for my grandfather's sword, which is the only thing we have that can hurt them.

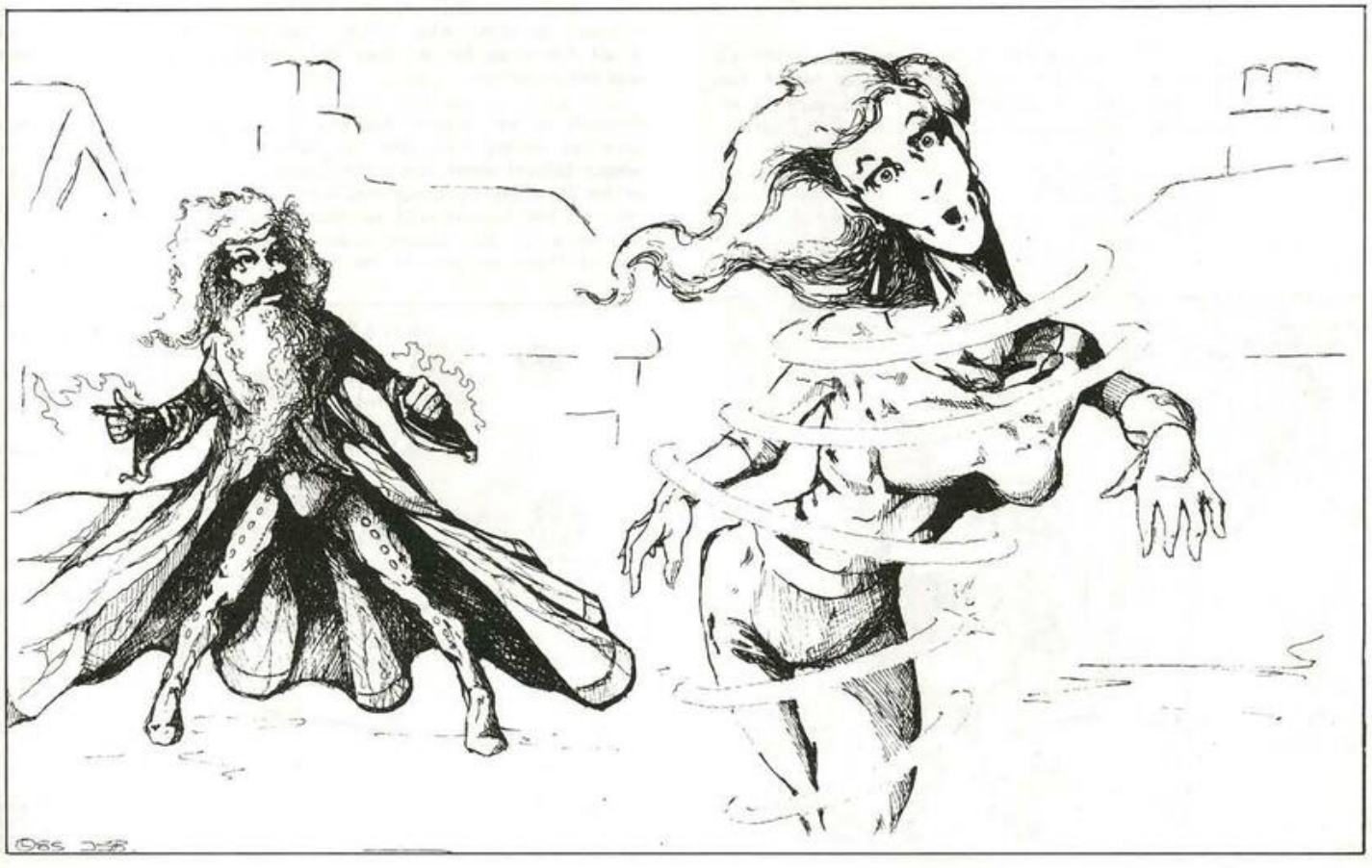
'Will you help us? We have nothing to give you, and if you refuse us we must go on without you. But I beg you to help us'.

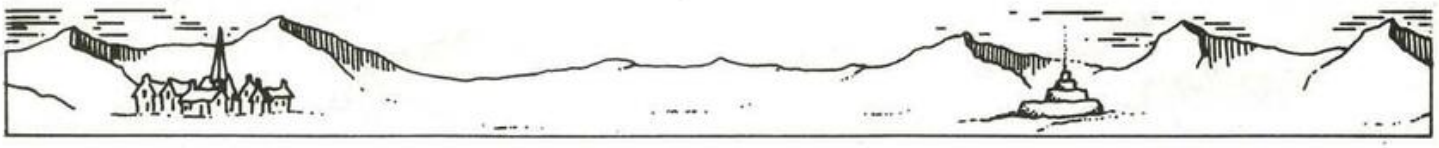
Any character who follows a local deity of nature may know that the Lady Verdaine is a minor nature goddess whose followers interpret the cycle of the seasons as a continual prophecy and warning against her capture by one of a number of evil gods, whose precise identity varies from place to place. The result of her imprisonment is a perpetual winter in which everything in the world perishes. They will also be aware that the preferred form of the Lady Verdaine is an elf-woman of unearthly beauty.

A character who is, or who convincingly pretends to be, a follower of the Lady Verdaine or any of her associated nature deities, may visit the small shrine which stands on the village green. It is a small building 10ft square, with a small gilded wooden image of the Lady Verdaine standing on a pedestal inside. Also on the pedestal, with its chain around the statue's feet, is a gold medallion which bears, unmistakably, the stag's head and two staves which are the arms of the house of Turgarron.

If Targo is questioned about this, he will reply that the medallion was brought by the Lady, and is a great sacred relic, bearing the symbols by which she wishes to be known henceforth - 'The stag for the woods, and the hoe-shafts for the farms'. No-one will be permitted to touch the medallion or examine it closely, but it is set in a surround which a character with a jewellery skill may identify as being 100 - 150 years.

As the party walks round the village, they will notice that there are no dogs anywhere. A character with a similar background to the villagers, in farming and herding, will find this particularly strange. If it is commented upon, the party will be told that the dogs of the village offended the Lady and their masters slew them all in atonement - 'All except Rennell the huntsman, that is. He wouldn't so much as bow to the Lady, and took himself and his dogs back into the forest - rot him for a filthy heretic.'





RENNELL THE HUNTSMAN

If any member of the party expresses an interest in visiting Rennell, the villagers will warn them against mixing with heretics, and may try to prevent them. If the party has decided to accompany the villagers to the tower, they will not be allowed to leave the village before the expedition sets off. Rennell is included here in case the party decide not to visit the tower and seek his aid instead; the DM should, however, encourage the party to visit the tower first (see below), and then seek Rennell.

Rennell has a hut in the woods, a little way from the village. He lives by hunting and trapping game, and trades fur and fresh game with the villagers for other necessities. Any character who is skilled in **Hunting** will be able to find Rennell's hut after searching for a number of turns equal to (20 - Intelligence) - unskilled characters will need to search for 10+1d20 turns.

On the track leading to the hut are two snares, which may be spotted by any character with a **detect traps** spell or ability or by any character skilled in **Trapping.** Any PC who unwittingly steps into one of the snares will be savagely jerked off his/her feet - taking 1d6 points of damage in the process - to end up dangling uncomfortably from an overhanging tree. (AD&D: the DM might optionally rule that Rennell's great skill in woodcraft makes his snares equal to those created by the 3rd level Druid spell **snare.**

The hut is empty, Rennell is watching from the cover of some nearby undergrowth with his hounds. A skill in **Hunting** or an ability such as **hear noise** will be necessary to spot him. When the party reaches the door of the hut, Rennell will step out of the undergrowth behind them, with an arrow nocked and drawn, and order them to stay where they are.

Rennell Waldes, huntsman
M; Fr4; N; AC 5/6; hp 16 (Dex 16); sword, normal/broad, short bow

Rennell wears old but serviceable leather armour, trimmed with various types of fur. He has lived in the forest for most of his life and is supremely skilled in all aspects of **Hunting** and **Trapping.** He uses his bow as a level 4 Fighter.

If the party makes any move to attack him, he will fire an arrow at one character, and then retreat with his hounds back into the forest. Once the party loses sight of him, successful use of a tracking skill or ability will be needed to follow him.

He will stay in the woods, watching the party and harassing them with the occasional arrow. If the party actively searches for him, he has the same chance of remaining unseen as a 4th level Thief **hiding in shadows.** He will only set his hounds on the party if there is absolutely no other way to save his own life. If one or both of them are killed, he will conduct a vendetta on the party, picking them off one by one from the cover of the forest.

Rennell's Hounds
AC 7; move 180'/18"; HD 2+2; hp 12, 16; 1 bite; dam 1-6/2-5; SA nil; SD nil; Int. semi; Align. N; Size M; ML 8; Save F1; XPV 25/71, 25/83.

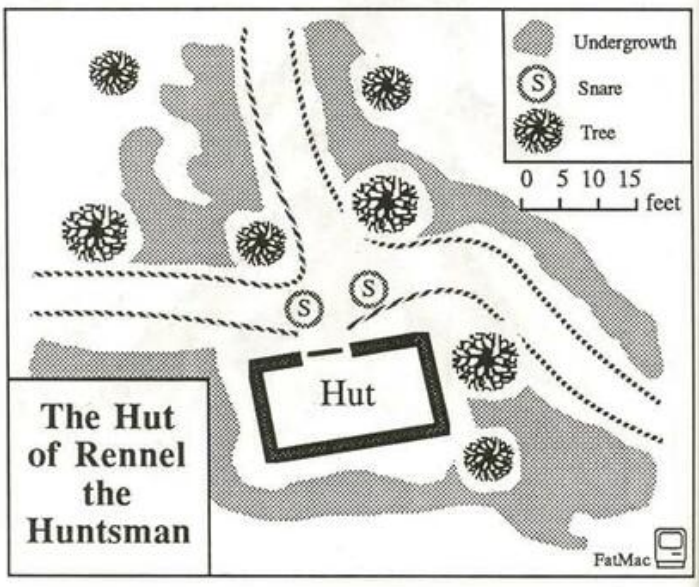
These two great wolfhounds are used to bringing down game as large as a full-grown stag, and trust Rennell absolutely. They will follow his commands without fear or hesitation.

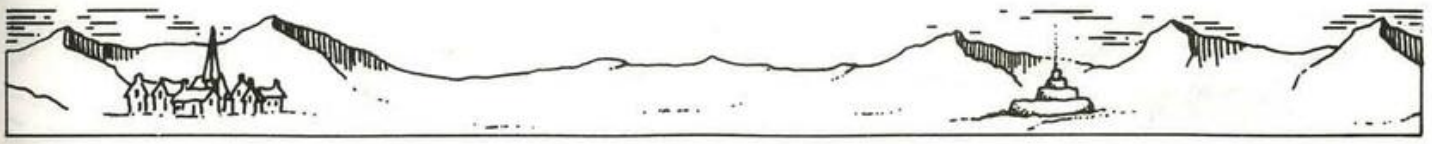
Rennell has been expecting some sort of reprisal from the villagers after the incident with the dogs and 'Lady Verdaine', and he is understandably cautious. If the party convince him that they have not been sent to harm him or his dogs, he will put down his bow and invite them inside.

He will be eager to hear of recent developments in the village. 'Dogs know when there's something wrong,' he will say, 'They have sharper senses than you or I, and I know who I'd sooner trust. There wasn't one dog in that village that didn't go mad at the sight of that - thing, whatever it was. Is that how an animal would react to a nature goddess? And would a nature goddess order the killing of innocent animals. They obeyed her - that's what I can't get over - killed every dog. Even a litter of pups, less than a week old. It's beyond me - I don't understand what came over them. That wizard's no fool, getting her out of the way, even though it cost him dear.'

If any character has a **speak with animals** spell or ability, they might be able to ask Rennell's hounds why the dogs behaved as they did. They will reply that they saw and smelt fox - as far as they are concerned, a fox was there, and not a woman.

Rennell is an expert tracker (70%), and the party might consider asking him and his hounds to help them find out where Ildarel went from the tower. He will agree willingly, as he is eager to track down the source of all this trouble. He and his hounds will be able to pick up Ildarel's trail at the edge of the woods near the tower, and follow it for almost three leagues to Hargo's Pasture (see Part 10).





TERGAMAN'S TOWER

The villagers will leave for the tower shortly after nightfall, whether the party accompanies them or not. The track to the tower winds through the forest for several miles. When the party reaches the edge of the forest, they will see the tower in the distance. It is built in several sections (see elevation sketch), with a wooden pylon on the top. The top of the pylon is bathed in light, and from time to time the silhouette of a man standing on a rug - clearly the wizard - can be seen flying in and out of the light. The wizard will ignore the party and the villagers, however noisy their approach. He is apparently engrossed in whatever he is doing at the top of the tower. Unless he is directly attacked, he will not react at all.

Full plans of the tower are included (see the inside back cover of this magazine), and the party will encounter no resistance if they want to explore. The villagers will be torn between shooting the wizard out of the sky and tearing the tower apart in the search for "Lady Verdaine". They will split into groups - around 30 in each - to do both. If the party tries to restrain the villagers from either or both courses of action, a reaction roll will be necessary. A hostile reaction indicates that the villagers may turn on the party unless allowed to do as they please, and a neutral reaction indicates that they will ignore the party. A friendly reaction indicates that they will at least listen to the party's ideas, and may fall in with them depending on the degree of friendly reaction indicated; rather than following the party slavishly, they might give them ten minutes to try things their way before shooting the wizard down and destroying the tower.

The main gates open into a courtyard at the base of the tower. Two lean-to structures in the courtyard appear to have been a stable and a barracks, but both now stand empty. Steps lead up from the courtyard to the tower's main door.

A well-appointed lobby has been completely stripped of furniture. Doors hang open, revealing corridors leading off along the inside of the tower, and a large pair of double doors open onto a ramp leading down to the basement, which is on the level of the outside ground. There is an extensive library, among other rooms, but not a single table or chair is to be found in any of them.

The basement level seems to have been a storage area of some kind. Two great iron cages are set against one wall, both open and empty, while a smaller cage of silvered iron stands empty in another part of the basement.

The second floor seems to have been devoted to accommodation, but it is difficult to be sure, as not a single stick of furniture remains in any of them.

The third floor consists of a single large room, which seems to have been a laboratory. Equipment of many strange shapes and materials is strewn across the floor, much of it broken. Marks are visible on the walls where work-benches have been ripped out.

The fourth floor consists of a corridor connecting two sets of stairs, and a dark room onto which it opens by a pair of double doors. Again, the room is devoid of furniture, it appears from the pentacles and protective circles on the floor to have been a summoning room.

Two further levels are simply platforms, with external staircases leading to the base of the pylon, which is stoutly built of heavy oak timbers. Ladders lead up to a kind of crow's nest structure, and the wizard seems to be busying himself around a strange pile of debris which rises from the top of the crow's nest. He will defend himself if attacked, and will attack any character climbing the pylon, but will ignore anything else that goes on.

TERGAMAN

Tergaman, M; MU 5; align N;
Dagger + 1; AC 3; hp 20
Human

S 10 .slim, bony
I 17 .magician, de facto liege lord of the area
W 13 .currently insane (see 'The True Story' below)
D 17 .several other magicians, local nobility
Co 15
Ch 13

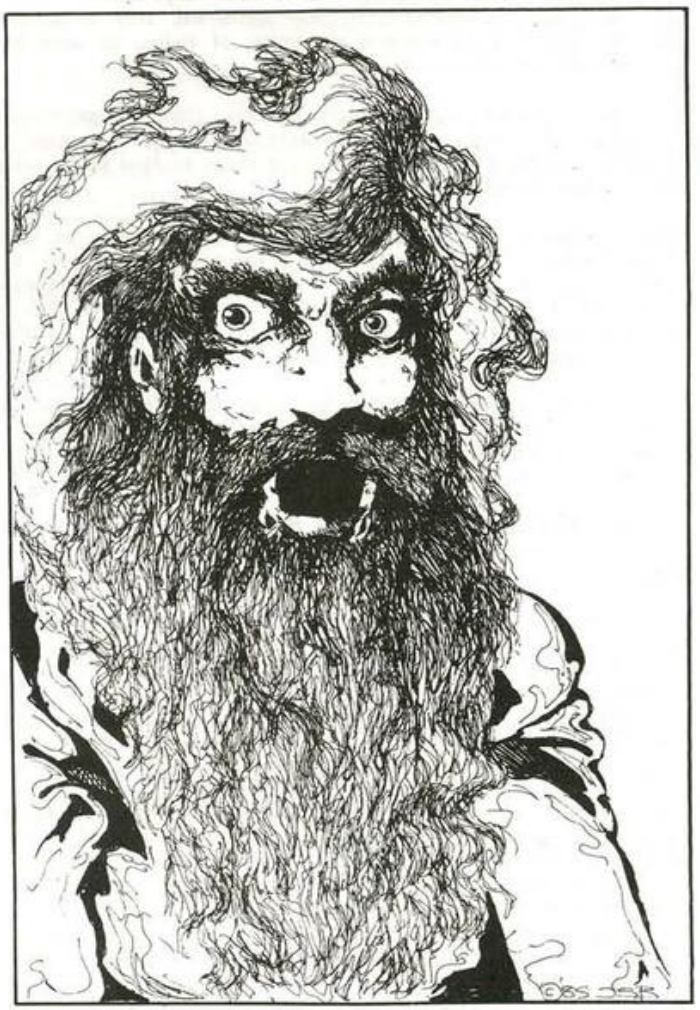
SPELLS MEMORIZED

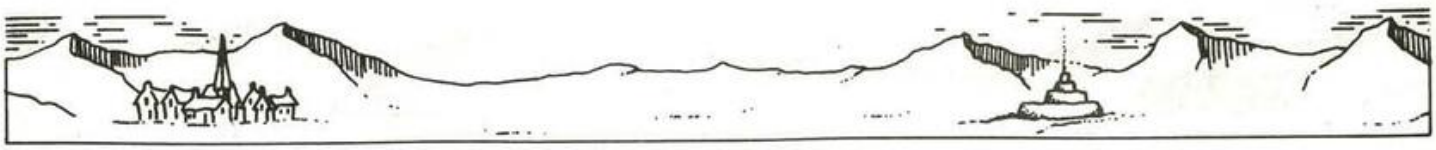
Level 1	**Level 2**	**Level 3**
(Tenser's) Floating Disc (x 2)	Web (x2)	Fly

His spell books, which are in the tower library, contain many more spells, going up to the 5th level.

MAGICAL ITEMS

Wand of Cold/Frost (3 charges)
Ring of Feather Falling
Flying Carpet
Potion of (Frost) Giant Strength
Dagger +1
Bracers of Defence, AC3
Scroll - **Magic Missile** (as at 9th level)
- **Protection from Normal Missiles**





Tergaman will not use his **wand** offensively, for he needs it for his work and he is conserving the charges. If he decides to attack, he will cast the **protection from normal missiles** on himself, and then fire a scatter of **magic missiles** into the nearest group of attackers (if there are more than one potential target, the DM must dice randomly to determine who gets hit how many times). He will then drink his **potion** and enter into hand-to-hand combat with his **+1 dagger.** When the villagers see that their crossbow bolts are having no effect, many will flee, but a few hardy souls will make a run for the tower.

If the top of the pylon is investigated, it will be found to be constructed of a very weird mixture of materials. The crow's nest itself is filled with half a dozen statues of men in military apparel. On top of these are similar statues of four horses, and a statue of a huge eight-legged reptile. This may be recognized as a basilisk, and a large mirror stacked next to it gives a clue as to what happened. On top of the statues, furniture of every shape, size and style is stacked, including chairs, tables, benches, and even several four-poster beds. The whole precarious-looking construction is held together by thick strands of an icy-cold crystalline substance.

The wizard is flying busily around the top of this peculiar structure, and can be heard muttering to himself occasionally. As the party watches, he brings into existence a shimmering disc of light, which he sends hovering over the top of the pile. Stretching out his hand, he shoots a mass of sticky tendrils from his fingertips, until they join the disc of light to the top of the main structure. Then, he pulls a wand from his robes and plays a beam of blue light over the strands until they harden and crystallize. The disc vanishes, and the strands, now hardened, stay in place. He will repeat this process a maximum of twice, or until he is attacked or otherwise distracted.

The party should realize fairly quickly that Tergaman is insane (the DM might drop a few hints in the way Tergaman is played), and the DM should encourage them to find some cure rather than simply killing him.

Cure disease or **remove curse** will cure the insanity, as will **dispel magic** - the insanity should be treated as cast at 12th level. If the party has no means of casting these spells (which seem likely), the DM might have them find a suitable scroll in the debris of the laboratory. All scrolls found will have been written at 11th level.

Alternatively, if Tergaman can be subdued and/or induced to drink some of Lan-Tai Sheng's herbal potion, he will be allowed a saving throw against spells (at +2 because of the potions properties - see Part 8) to throw off the insanity.

The DM should note that none of these remedies will restore the levels that Tergaman has lost - this would require a **wish** or the use of several **restore/restoration** spells.

If the party insists on killing Tergaman, the DM might allow him to become lucid and gasp out some vital information with his dying breath, although they will probably be able to work out roughly what has happened. If he is restored to his right mind, Tergaman will explain what has happened (see 'The True Story' below). He does not know where Ildarel has gone, but will say that she left only the previous night.

The villagers, of course, will not react well to the news that their 'goddess' is actually a troublemaking impostor, and their first inclination will be to lynch anyone who says anything to that effect. A friendly or better reaction roll might induce them to listen, but a second reaction roll will be necessary to judge their mood after either Tergaman or the party try to explain things to them. If things do turn ugly, the DM should allow the party the option to escape rather than being wiped out.

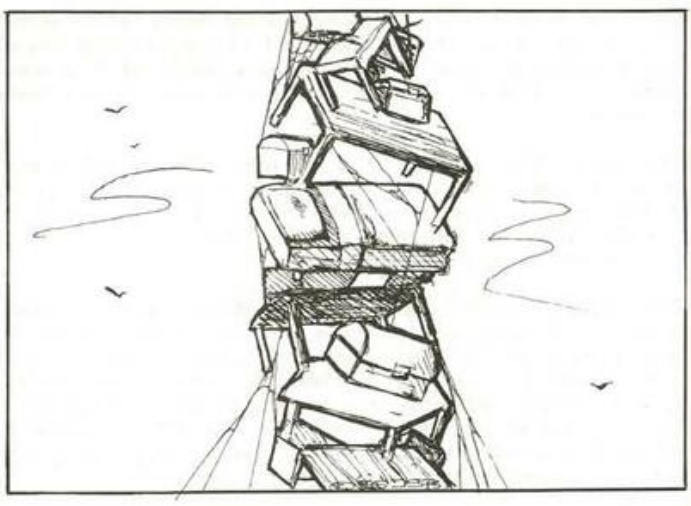
THE TRUE STORY

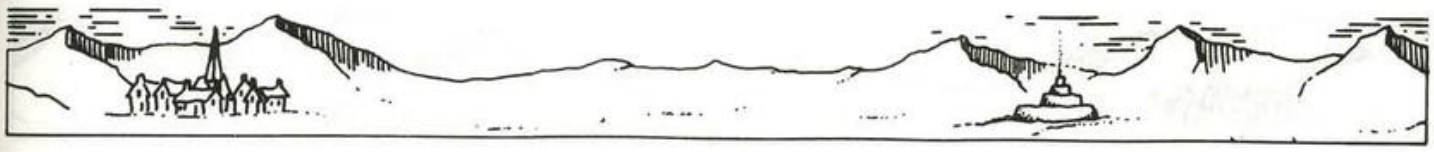
After her encounter with Lan-Tai Sheng (see Part 8) Ildarel rode on through the pass. It was almost nightfall, and on a whim she followed the track to the village, where she adopted fox form and stole a chicken to eat. Intending to move on at first light, she slept in the village shrine, but Borgo, the village priest, was up before her, and found her in the shrine the next morning. It is difficult to say who was more surprised, but Ildarel quickly realized the potential of her situation and decided it might be fun to be a goddess for a day or two. Her **charm** ability helped, and with a few simple spells as 'miracles', she was able to convince the villagers that they had been honoured by a visit from the Lady Verdaine herself.

The dogs of the village, however, were not convinced, and the offended 'goddess' ordered them all killed. Rennell the huntsman, however, trusted his dogs before his own senses, and left the village with his hounds.

As the village prepared for a great feast, the wizard Tergaman, de facto liege lord of this remote area, arrived to see the 'miracle' for himself. He recognized Ildarel for what she was, and took action to protect the villagers, even though they did not see things quite the same way. The 'chains of light' referred to by Targo were the effect of a **hold monster** spell, and Borgo died in the **wall of fire** Tergaman needed to cast around himself and Ildarel to keep the hysterical villagers away. The wizard took the 'goddess' back to his tower, hoping to find some way to undo the damage she had done.

He was fated not to succeed, however. After less than a day in captivity, she managed to escape, and her second attempt to **charm** the wizard succeeded. She hoped to learn some more spells from him, but disaster struck when she persuaded him to open a scroll which he had only just obtained from the tomb of a long-dead archmage. The scroll was **cursed,** and Tergaman was reduced from 11th to 5th level and driven insane into the bargain. Ildarel left the tower in a hurry, freeing a couple of caged gargoyles on the way out, and Tergaman decided, in his madness, that his lost power had been somehow channelled to the Astral Plane and he had to go there to reclaim it. Lacking the magical means to do so, he was forced to resort to cunning. He is extending his tower - he has already added nearly 50ft to its height - until it reaches out of this plane and into the Astral Plane. It may take him a while, he acknowledges, but he will get there in the end. He has used his guards, his pet basilisk, his furniture - everything he can think of, and now he is hoping to extend the tower in 10ft sections by using the **floating disc, web** and **cold** technique that the party witnessed. One thing he has overlooked is what happened when the **web** thaws out or runs out of its spell duration.





PART 10 - HARGO'S PASTURE

If the party is assisted by Rennell and his hounds (see Part 9), or has one or more characters skilled in tracking, it should be able to follow Ildarel's trail through the forest and onto an area of upland pastures. If necessary, the DM should drop hints to get the party headed in the right direction, possibly mentioning a few visible footprints on a track that leads only to Hargo's pasture.

Hargo's Pasture is a typical small upland sheep farm, set high in the mountains. There is a small hut providing basic amenities for the shepherd, and a stone sheepfold surrounded by a ditch 8ft deep and 12ft wide, to keep out wolves and other predators. As the party approaches the pasture, they will see the shepherd building a small cairn a little way from the hut.

The shepherd, who will introduce himself as Jas Hargo, is heartbroken and near to tears. He will explain that on the previous day a beautiful young woman appeared out of the mountains, apparently half-dead from exhaustion. He took her in, and after almost twelve hours sleep she seemed to be recovering. She told him of how she had been kidnapped by an evil wizard who lived high in the mountains, and during the course of the evening he fell deeply in love with her. The following morning, however, he awoke to find her dead. Her body lies under the cairn.

DM'S INFORMATION

If Rennell and his hounds are with the party, the hounds will start barking and growling almost immediately, and will run to a point about 15ft from the cairn. They appear to be worrying at something, although the party will be able to see nothing. Any character with a **detect invisible** spell or ability will see that the dogs have found a large **invisible** fox, which appears to be severely wounded.

Hargo's own dogs are shut in the hut - he will explain that they seemed to take a dislike to Ildarel (she was still using the same name), and he shut them in until after the cairn had been finished. If the dogs are let out, they will behave as described above.

If the party begins to tear the cairn open in search of the body, Hargo will be understandably upset, and will probably try to prevent them from doing so. If they hint that Ildarel is a monster and a criminal, he will almost certainly attack.

Jas Hargo, shepherd
M: Fr2; N; AC 9/10; hp 7; sword, short, staff, sling

No body will be found under the cairn, although there will be traces of blood and a couple of scraps of cloth. If Ildarel had not already been found by Rennell's or Hargo's dogs, she might be found, despite her **invisibility,** using the same procedure as for finding secret doors; a character skilled in tracking will have double the normal chance of noticing the crushed grass and flecks of blood that give away her position.

She faked her own death again, using the bracelet, but it proved to be a serious mistake, for she had not thought that Hargo would bury her under a cairn. Despite the wound resistance afforded her by her comatose state, she was severly injured by the weight of the cairn, and she has extensive internal injuries and several crushed ribs.

She manage to **teleport** out of the cairn **invisibly,** and changed to fox form in order to heal her injuries a little. That was as much as she could do before passing out, and she is now in a coma. She will die in 1d4 hours unless her wounds are bound or something is done to cure her.

ILDAREL

D&D: WereFox (Master Set)
AC 6/9: Move 180'; HD 3+2; hp 36 (currently 0); bite 1-6 or by weapon; SA charm; SD silver or magic weapon to hit in animal form; Int. high; Align. C; ML8; Save F3; XPV 500

Ildarel was a 4th level elf when she contracted lycanthropy. Normally the disease would kill any demi-human, but Ildarel managed to survive by using various spells and potions. The result was that she became a werefox, but rather a special one. She retains her chaotic alignment, and can still use spells as a 4th level elf, although her magic use can advance no further. The werefox's natural **charm** ability has augmented her own **charm person** spells, so that all saving throws against her **charm** are made at -1, and the duration of the **charm** is as normal for the spell, rather than the 24 hours of the normal werefox's charm.

AD&D: Foxwoman (MM2)
AC 2/4/6; move 24"/18"/12"; HD 8+1; hp 26 (currently 0); attacks bite or weapon; damage 1-2, 2-12 or by weapon; SA charm, spells; SD silver or magic to hit; Int. high; Align. CE; size S/M; XPV 2012

SPELL BOOK

Level 1
Charm Person
Detect Magic
Read Magic
Ventriloquism

Level 2
Invisibility
Knock
Locate Object
Mirror Image

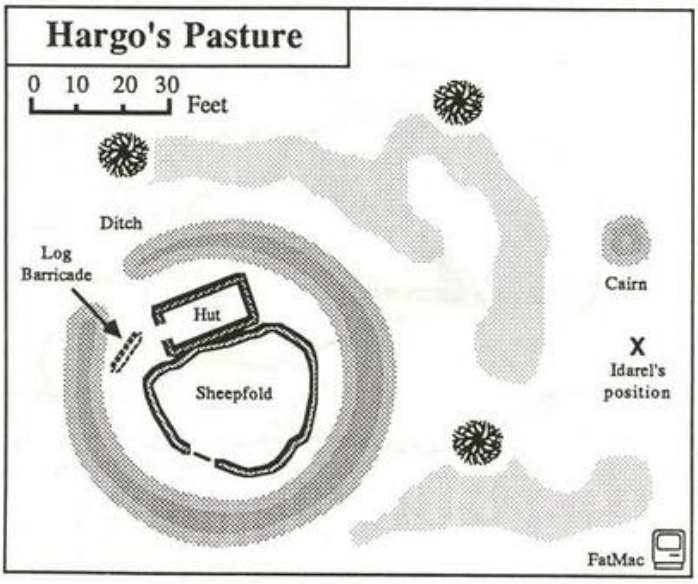
MAGICAL ITEMS

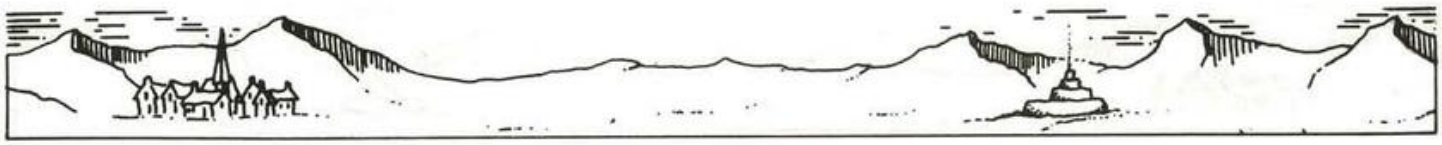
Ring of Teleportation

This ring is made of finely carved bone, set with a ruby flanked by two alexandrites. It allows the wearer to **teleport** up to 4 times per day, with a maximum range of 20ft and with normal chances of mishaps halved. The ring will not function more than once per hour, and each use drains one charge. It has 12 charges left, unknown to Ildarel.

Bracelet of Hypnos

This is a gold bracelet set with agate, jasper and jet. Its magical effect is caused by twisting one of the jewels - the duration of the effect depending on how far the jewel is twisted round, subject to a maximum of 12 hours.





D&D: The bracelet sends the wearer into a cataleptic trance indistinguishable from death. The wearer can see and feel nothing, but can hear and smell normally. No pain is felt from wounds, and attacks will cause only half damage. Poison, paralysis and energy drain have no effect, although poison will start to work when the coma ends, unless the wearer makes a successful saving throw.

AD&D: The bracelet allows the wearer to **feign death** as the 3rd level MU spell.

The bracelet uses one charge for every hour that the effect is maintained, subject to a minimum of one charge per use. It currently has no charges left, which is one reason Ildarel is so badly injured - it ran out of charges while she was under the cairn. Therefore, although it will radiate magic, it cannot be made to do anything.

PART 11 - WHAT NOW?

Once they have tracked Ildarel down, the party might be congratulating themselves on having completed their mission. they might find, however, that their troubles are only just beginning.

Firstly, Ildarel is in no condition to be questioned about the whereabouts of the Sea Dragon's Eye - but to cure her will be a risky business, as it will make her fit to **charm** and cast spells again. The party will have to decide between letting her die without revealing what she did with the stone, and risking adding themselves to her list of victims.

Added to this problem is the fact that there are now many people interested in Ildarel's welfare - once he learns that she is still alive, Jas Hargo will be unwilling to let the party take her away, and neither will Macrio Galathurn if he finds out. The people of the village of Saeter are still convinced that she is the living incarnation of the Lady Verdaine, while Lan-Tai Sheng and the wizard Tergaman might like a word with her for slightly different reasons.

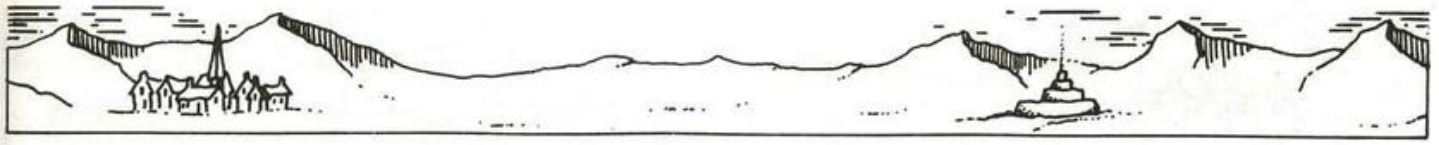
Recovering the stolen jewellery will also be a challenge - two pieces have already been accounted for, one of which is now regarded as a holy relic, and who knows what has happened to the rest?

The village of Saeter could become a trouble spot, as well - their attack on Tergaman's tower amounts to armed rebellion, despite the circumstances, and there is a chance that a punitive force may be sent from the capital to destroy the village, hang the leaders, and sell the rest of them into slavery. Will the party sit by and let this happen? They may be in some danger themselves if they took part in the expedition to the tower, especially if they are identified as foreigners operating in the area under cover. They might be accused of being agents sent by a neighbouring power to destabilize the border area, and war might even break out. A creative DM could have the repercussions of this mission overshadowing the party's lives for some time to come.

On the positive side, though, Elsinore Turgarron will not forget the party if they manage to solve the mystery, recover the stolen jewellery and find the Sea Dragon's Eye. He is not without influence, and could help the party out of serious trouble, as well as providing the DM with a useful NPC patron for further adventures. He is, however, a pragmatist, and will not want to become involved in clearing up any of the mess that Ildarel has created, except where it directly inconveniences him and his interests.

In addition the party will have been introduced to a number of locations and individuals in and around the city, which the DM might like to return to in future adventures in order to make full use of the maps and descriptions included in this adventure. Lan-Tai Sheng will prove a useful ally, and Captain Angones will be willing to assist the party in return if they have helped to clear up the mystery surrounding Razko's actions.

Finally, with a bit of luck, the players might have discovered that secondary skills can have their uses, and that it is sometimes possible to get more out of a situation by not simply killing everything in sight.



THE PELINORE CAMPAIGN

This scenario presents few problems for conversion to the Pelinore campaign setting. The notes below should allow all Pelinore campaign DMs both to run this scenario, and to complete the annotation of stats for the NPCs presented.

The opening scenes take place in the City League. The Blue Boar can be placed in any location where the PCs normally act out their between-adventures action. Alternatively, the inn could be replaced by the Cock o' The Walk (#20, **14**). The Turgarron Household should be placed on a point on the lower slopes of The Hill, off the road that curves north from the Punctillan and connects with Westmeet Square. The Merchants' Guild House will be on the road leading from the Punctilio to the Capitol, and should be referred to as the Mercantylers' Guils (see Imagine #22). The house of the Dancing Dead can be set in the immediate area of Piper's Corner (#27, **61**) and the Arena (#21, **21**), close to the old city wall. The gate mentioned is the West Gate, just beyond Westmeet Square. References to the City Guard should be altered to the District Militia or Punctillan, as the DM sees fit. For a higher level campaign, the DM might wish to have the Knights Ocular aware of the strange goings on in the Turgarron Household, and have them hinder the party's progress for their own sinister reasons - probably to do with the continuing suppression of a powerful guild.

From here the action passes out into Cerwyn proper. The Halfway House is on the road to Dahn, approximately one days travel for ox-carts or pack mules (see Cerwyn Gazeteer, #25 or Imagine Special Edition; also the map on page 6, #23, showing the area of the Arivale Estate). The White Gates Pass is a major route through the Kamgaz Mountains, and the village of Saeter, Tergaman's Tower, Rennel's Hut and Hargo's Pasture are in the foothills on the Korrath side, although not within the jurisdiction of that Kingdom.

The Lady Verdaine would be a goddess known to any cleric or follower of the Green Man as a consort to that god.

Several items from this adventure may be useful to Pelinore campaigns beyond the scope of this adventure, and for this reason the following list has been drawn up allocating reference numbers to the NPCs as normal. For the sake of convenience, the area around Saeter has been given a CS reference code, as if it were part of the County of Cerwyn, although it does not fall within the County's political sphere.

12 West Gate: a Siedor Angones, b Eddan Razko
20 House of the Dancing Dead: a Salgin Barrovynne, b Ganno Baldin, c Mori Vanden, d Sanna Dargo, e Majia Frannol, f Vanya Sarden, g Brea Garron, h Djann Alhasar, i Bargo Saldinor, j Terren Davo, k Geddo Rabben, l Ralt Persade, m Elgo Rassen, n Delgar Marindo
51 The Blue Boar: a Riadha
75 Turgarron House: a Elsinore Turgarron, b Ansar Turg arron, c Ango Huddes, d Galla Vardon, e Barya Turgarron
76 Sardayon House: a Vallo Sardayon
77 Mercantylers' Guild House

Dahn CDa 1
Halfway House: a Ulvir Aksald, b Macrio Galathurn, c Valko Drogen, d Sulariel Inithar, e Gila Karuman, f Raldo Tarren, g Perno Bourney, h Dina Barnor, i Venn Darro, j Ruvakar Khirtima, k Maruvim Khirtima, l Bozhar Zadirut, m Bareth Hamadin, n Hath Vahir

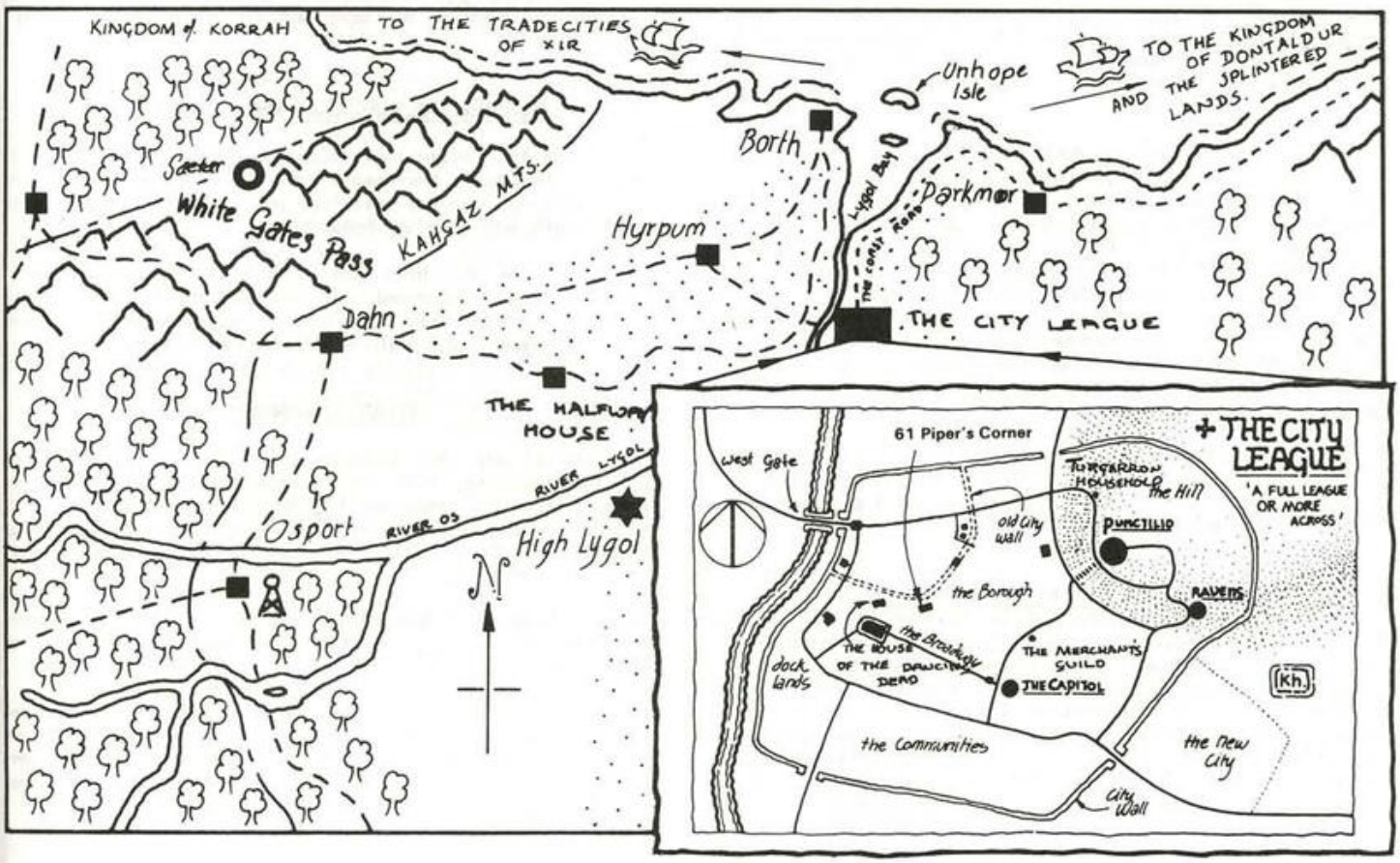
CS 1 Hermit's Cave: a Lan-Tai Sheng

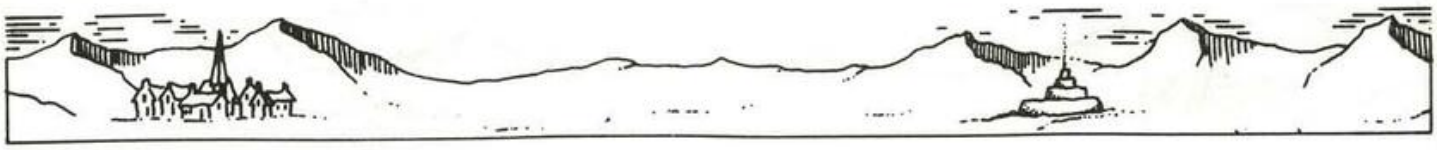
CS 2 Saeter: a Targo Morn

CS 3 Tergaman's Tower: a Tergaman

CS 4 Rennel's Hut: a Rennel Waldes

CS 5 Hargo's Pasture: a Jaz Hargo, b Ildarel





SECTION 12 - CAMPAIGN ALTERATIONS

THE ZHALINDOR CAMPAIGN

The Zhalindor Campaign is an extensive AD&D campaign designed to cater for players of at least reasonable experience. At least one scenario for use with the Campaign appears in every issue of **Tortured Souls!** magazine, and there are often features on the lands or peoples of the Campaign.

Of particular interest to DMs wishing to use the Campaign are issue 3 of **TS!**, which gives details of how to run the Campaign, and explains the spell effects referred to below, and issue 4 of **TS!**, which gives details of the various religions of the Campaign (clerics worshipping different gods use a variety of weapons and receive varying spells).

PERSONNEL

Most of the NPCs in the text should remain as written (although there are no alignments in the Campaign, the behaviour of individuals in this module should be based on the alignment given).

Tergaman should only be a 5th level MU (ie the only effect of the scroll was to drive him insane). He should keep his **wand, dagger** and **scroll**, but will not have any of the other items listed.

Ildarel should be treated as a normal AD&D Foxwoman, but will be a singular creature (possibly a 'mutant' arising through some arcane elven spell research), as Foxwomen were not included in the original Zhalindor Campaign.

Lan-Tai Sheng should be referred to only as the Hermit Sheng and should be treated as a 4th level cleric of Gulbyne. He has an extensive knowledge of nature gained as a result of previously following Boondarg (he can use spells as a cleric of Boondarg), and the DM should retain his ability to make healing poultices etc. However he will have no other special abilities, and the DM should avoid references to monks or matters oriental, as these would be inapplicable to the Zhalindor Campaign.

SECTS AND DEITIES

The Turgarron Family follow Kemer-Lexi, the Khirtima Family Alimandros. Captain Angones (in common with most military personnel) is a staunch follower of Filhean, Bozhar Zadirut and his two sergeants, however, are followers of Jethna and may well become violent with little provocation.

The Lady Verdaine is a minor consort of the god Boondarg. If applicable her clerics should be given spells as if a follower of Boondarg (although Lady Verdaine is only a demi-goddess, so the only 7th level spell available is **gate**).

If desired the DM can determine the beliefs of other NPCs as he sees fit; most of the entertainers will follow Mab or possibly Ohlbrich, once the party are out of the town most NPCs encountered will follow Boondarg.

LOCATION

If the DM has access to a copy of issue 3 of **Tortured Souls!** magazine, it is recommended that the Tumarian town of Galizhard detailed therein be used as the 'city' referred to in this module. This adventure will also serve as a good follow-up to the scenario included with the town, as both adventures involve a low-level party being hired to do some 'detective work'. The notes below assume that the earlier parts of the adventure will take place in Galizhard.

The DM should remember that no missile weapons or polearms (including lances and spears) are permitted in the town. All references to the City Watch should be replaced by a patrol of the Town Militia (see **TS!3** p19).

The tavern referred to in the introduction should be Channo's Bar (the party will probably be regular patrons). The Turgarran household is situated in the better part of town, just south-east of the governer's mansion (**TS!3** p20). The impressive Merchants' Guildhouse is close by, being on the north-east side of the Market Square, just south-east of the Town Shrine. Most business deals are settled in the nearby Gerudan Hostel or less salubrious Market Tavern.

The House of the Dancing Dead is of recent construction, replacing the old stables opposite the Eastgate Tavern as a venue for varied entertainments.

The West gate should be the West Gate (**TS!3** p19), however while the map of the barracks can be used as given, the maps of the actual gates given on pages 28 and 29 should be replaced by the description of the west gate as given under '2 & 3. Town Gates' (**TS!3** p19).

All the 'wilderness' action will take place in hex S28 of the Campaign Map. The DM should amend references to the 'Mountains' to refer instead to the steep hill-ridges to the north of the town. The Halfway House is on the main road to Rholn, and is a frequent stopping-point for caravans on the way to Rholn or Jarnla. The White Gates Pass, leading to the neighbouring province of Rehn, is by no means the only route through these hills, and the DM may wish to introduce an element of uncertainty to Elsinore's parting on page 30.

Tergaman's tower was part of the fortifications to the north-west of the White Gates Pass that marked the Imperial border before the incorporation of the southern provinces of Tumaria. The DM may wish to substantially reduce the size of the tower from that given in the module, perhaps basing it instead on the tower from the temple at Kersbri (see **Eldrahim, TS!4**, p22 - use the ground floor as stores-/kitchen, 1st floor as barracks and 2nd floor as Tergaman's quarters).

ELEMENTAL MAGIC IN THE CAMPAIGN

The forces that magic-users draw upon to cast their spells vary in intensity in the area of the Zhalindor Campaign, and most Campaign modules therefore include an indication as to which spells will receive bonuses and which penalties.

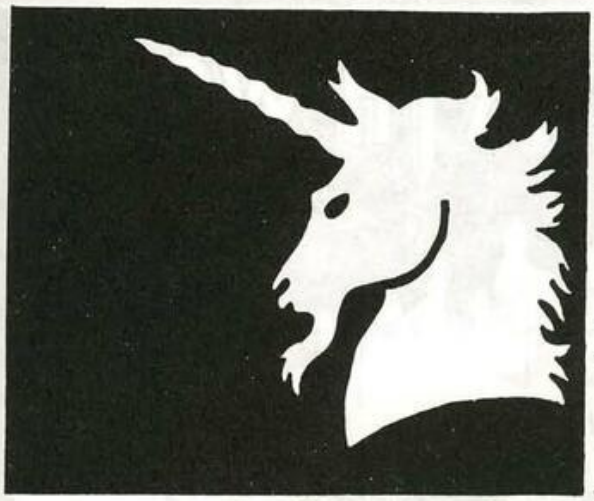
However if the guidelines given above as to the location of this module are followed, all the action will take place within the central spell zone where these alterations do not apply; all spells cast will therefore function as normal.

OTHER CHANGES

The rate of pay that Elsinore offers to the party is too high by comparison with the rewards generally to be gained in the Zhalindor Campaign. The maximum he should offer is 500gp a head, with a bonus of 4000gp, decreasing by 500gp per day (the bonus will stop decreasing once the players have left the town).

Ildarel's **Ring of Teleportation** will have only 2-5 charges left when the party find it. Note that her **Bracelet of Hypnos** has no charges left.

The DM should determine the value of any monetary treasures that the party may find during the course of the adventure; short of ransacking Tergaman's tower or the caravan, any such gains are likely to be very small. The party will not be able to escape with the Sea Dragon's Eye!



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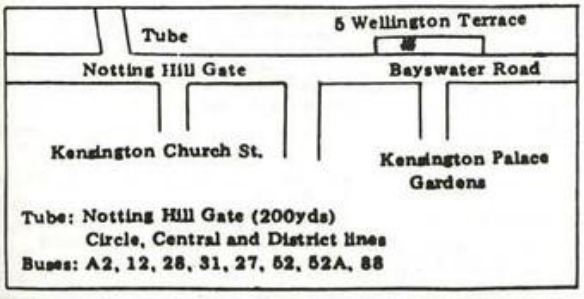

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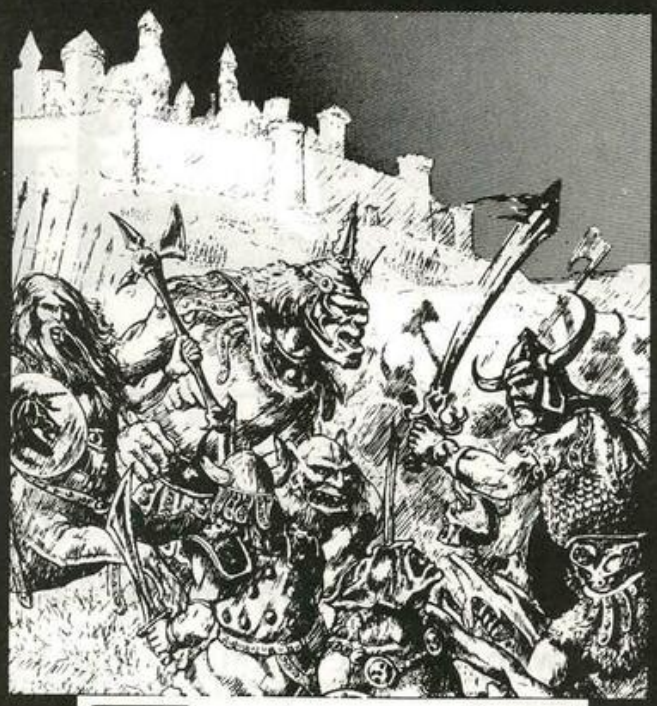

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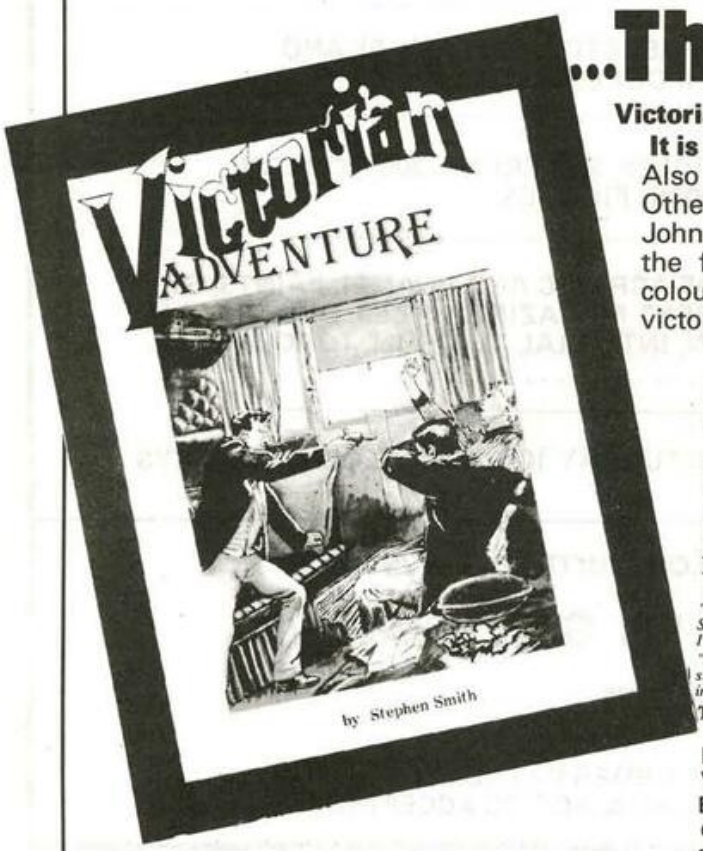

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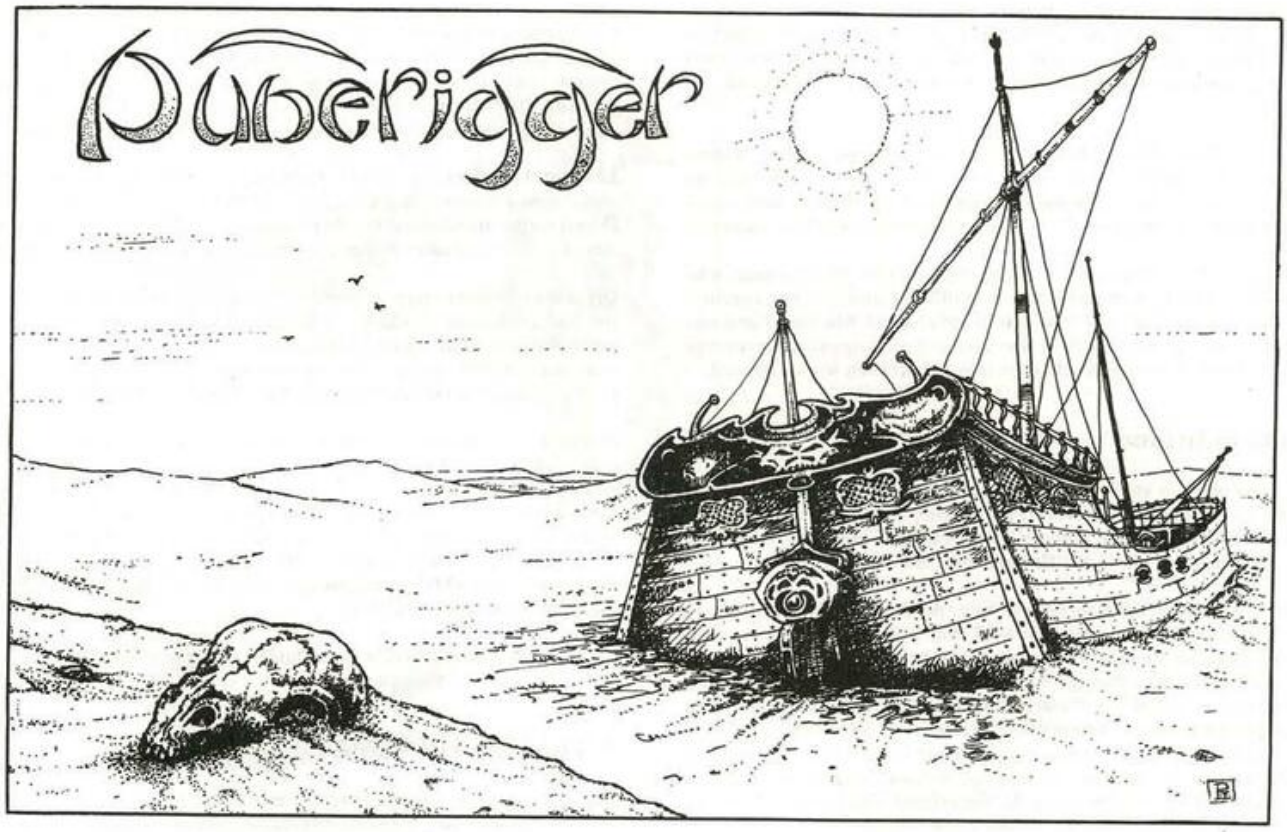
DUNERIGGER

by Fiona Lloyd



A Brief Encounter for 4-6 D&D characters of 6th to 8th level

Brief Encounters are intended to introduce new game ideas into a game in a ready-to-play setting. This Brief Encounter is written to be used as a short adventure but, with a bit of work, the events presented here could be used as part of another, larger adventure.

If you are a player, please stop reading NOW! The information in Dunerigger is for the Dungeon Master alone.

Access to the first three D&D Sets may prove useful in running this Brief Encounter. The creature statistics are given in the standard **DUNGEONS & DRAGONS** format, but the DM might like to note that:

1. WR is the Wrestling Rating, worked out according to the rules in **Players Companion** (p6), for use during unarmed combat; and
2. THACO is the 'to hit' number to strike an opponent of Armour Class 0. Subtract the actual AC of an opponent to get the required 'to hit' number. Strength and Dexterity and magical weapon bonuses are included in the THACO for NPCs.

Conversion to the **ADVANCED DUNGEONS & DRAGONS** game should not present any problems to any but the most inexperienced DMs

Introduction

Dunerigger takes place in a desert, and the adventure begins in a garrison city at the desert's edge (the details are left deliberately vague, so that the adventure can be easily slotted into an existing campaign). Because of its position on several trade routes and its cool spring waters, the city is fairly prosperous and work is easy to find, though poorly paid.

Faisal al'Farilreem is a successful merchant-adventurer, who fancies himself as a scholar of desert lore and history. He has heard reports of stonework and artefacts being uncovered in sandstorms, only to be buried again during the next. He is looking for an escort to take him and two 'companions' where he can investigate these mysteries at first hand. The journey will result in the discovery of an ancient dunerigger, a "sailing ship" of the desert.

Faisal al'Farilreem: AC 3; Fighter 3 (Elf 2); hp 17; MV 120' (40'); #AT 1; D **sword +2** (1-8+2); Save as Elf 2 (+3); ML 8; AL N; XP 35; WR 9; THACO 17; S 12, I 14, W 10, C 15, D 15, Ch 15; wears **leather +2, ring of protection +1, displacer cloak** (this appears to be a normal desert robe); spells — **deathcurse I of ill-luck** (see **New Spells and Monsters**), **magic missile, shield**.

Although Faisal is human by most definitions of the term, one of his ancestors had some faerie or elven blood. Faisal is therefore able to cast some spells, though only as a 2nd level Elf.

Faisal loves nothing better than a really good haggling match, so his first offer for the player characters' services will be 25gp per day each. He is, however, willing to go as high as 50gp per day and, perhaps, a share in anything of monetary value that is found if the bargaining is done skilfully. Faisal will agree to supply camels for the player characters, but they will have to supply their own tents, provisions and water. Faisal is vague about how long the trip will last, but he hopes it will be no longer than 14 days. Ideally, Faisal should have already employed the player characters as warehouse or caravan guards, so that his offer of extra well-paid work is reasonable.

Faisal has a grating personality. He is paying the piper and he, and nobody else, calls the tune. He is patronising to all those he regards as less successful than himself, seeing it as his duty to make decisions for them. This often leads him to treat others as though they were wilfull, misbehaved children. The DM should use this facet of his character to the full, and make him as annoying as possible. Despite his claimed expertise in desert matters, Faisal is an idiot: he is totally heedless of any dangers in the desert, natural or man-made.

Once hired, the PCs will be told that Faisal intends to spend the next few days clearing up some outstanding business. The player characters are to report to his villa (in a prosperous part of the city) every morning at dawn, in case he is ready to leave, and they will only be given an allowance of 5gp per day until he is ready. The DM should note that it will take Faisal 2-7 days to make his preparations, but the player characters should not be told that they will have to wait so long. This is just a typical example of the way Faisal treats 'inferiors.'

Faisal has no intention of keeping his bargain with the PCs if his expedition finds anything of value. He is accompanied by two retainers, to supervise all the labour that might be required, and to act as a reliable force should a confrontation occur. Trying to talk to either of these two about anything not related directly to the expedition will elicit little response....

Skulltop: AC 4; Fighter 7; hp 50; MV 120' (40'); #AT 1; D by weapon; Save as Fighter 7; ML 11; AL C; XP 450; WR 15; THACO 11; S 18, I 12, W 10, C 17, D 17, Ch 9; **leather +1, short sword +1, crossbow +2**, five **bolts +1**.
Skulltop is Faisal's iron fist in an iron glove, and carries out his duties as enforcer and manservant to perfection. Skulltop's is a silent (he has no tongue) and brooding personality, communicating with Faisal and Azhbool only by sign language.

Azhbool: AC 2; Fighter 7; hp 30; MV 120' (40'); #AT 1; D **dagger +3**; Save as Fighter 7; ML 12; AL C; XP 450; WR 15; THACO 12; S 10, I 15, W 12, C 14, D 18, Ch 18; no armour (and few clothes), **ring of female protection +4** (modified magic item, useless when worn by a male), two **daggers +3**, potion of poison (1 dose), which she claims is an aphrodisiac.
Azhbool is the iron fist in the velvet glove, an attractive young woman who looks after Faisal's every want, including the killing of unsuspecting enemies. She is very dangerous, and more than a little unbalanced. She has a flirtatious nature and cannot bear the thought of rejection, often taking excessive revenge for imagined slights if her approaches are rejected or, even worse, ignored.

Desert Conditions

Dunerigger is not set in any specific part of any desert, so travelling times are left to the DM's discretion. However, the journey that eventually finds the dunerigger should take several arduous days, bearing in mind the restrictions on desert movement set out in the **Expert** rule book.

Characters must drink at least two pints of water per day as a minimum while in the desert. A wineskin is assumed to hold four pints of liquid when full. Characters will suffer damage as a result of the heat if they wear too much armour in the desert. This damage is calculated by working out a character's worn armour class, adding the character's constitution bonus or penalty and subtracting this total from 9. The result (if greater than zero) is the number of points of damage the character takes per day while in the desert. Worn AC is literally the armour a character is wearing, without magical or dexterity bonuses, but including the +1 bonus to AC for a shield. The amount of damage suffered is doubled if the characters do not drink enough.

Therefore, a character (with a Con of 18) who wears plate mail and carries a shield will take 9-(2 (for the armour) + 3 (for the Con bonus)) = 4 points of damage per day. Only the really stupid wear full armour under a desert sun!

If the character drinks nothing during the day, a similar calculation is made, but the total is subtracted from 11 and no constitution bonuses are allowed (penalties still apply). Ability points are lost in addition to hit points. The heavily armoured idiot in the above example would lose 9 points per day from each ability score (and 9 hit points per day). Once an ability score drops below 3 the character falls into a coma, and the character will die as soon as a score drops to zero. Spell casters who lose ability points in this way cannot relearn spells, or even cast spells once the prime requisite ability drops below 13. Once the character gets enough to drink, the ability scores are raised to their former levels by one point per day.

Into the Desert

After Faisal finally clears up his business dealings, he will delay his departure until noon, and then accuse the PCs of keeping him waiting!

The first three days of the journey should be uneventful and rather boring. Faisal will insist on heading somewhat south of west to begin with and then southwest, so that the entire trip will eventually be a large circuit in a general southwesterly direction.

After a few days Faisal's routine will be well established. He will demand an early start and insist on continuing until late afternoon. He will then call a halt and seat himself in the shade of a large parasol, while Skulltop, Azhbool and the player characters make camp. Next morning, of course, everybody must be up before dawn to break camp while Faisal eats a leisurely breakfast.

This routine is broken on the afternoon of the fourth day, when a small group of men riding on camels appears on the horizon, almost like a dim and wavering mirage. After apparently watching Faisal's expedition for a while, the riders vanish back into the shimmering heat of the desert. Even if the player characters attempt to pursue the riders, (which will cause Faisal to become angry) they will not catch them, or find any concrete evidence that there was anybody actually there at all...

1. Bodies in the Sand

On the next afternoon, the player characters will see a group of 'birds' circling some distance to the west, above what looks like a dark stain on the desert. If the PCs investigate (Faisal and his companions will not be interested), it will become clear that the 'stain' is a group of camels and their riders, who are now the main course for a group of desert stirges. As soon as the PCs come within 30 yards of the bodies the stirges, fearful of losing their meal, will attack.

12 desert stirges: AC 7; HD 1*; hp 6 each; MV 30' (10'), fly 180' (60'); #AT 1; D 1-3 +blood drain and disease; Save as F2; ML 9; AL N; XP 13; WR 11; THACO 17/19; B38.
Desert stirges are identical to other stirges, except that they may also exist on a diet of carrion and carry diseases in the same fashion as rats as a result.

Other than the obvious ravages of the stirges, there are no marks of violence on the bodies, human or camel, although they did not die of thirst or heat prostration. Scattered around the bodies in the sand are 27 crossbow bolts, some as far as 60 feet away. These are the only signs of the last-ditch struggle put up against the sandchildren (see **New Spells and Monsters**).

A search of the bodies will reveal little other than the fact that they are all dressed in identical robes and carry elaborately engraved daggers, curved short swords and crossbows, as well as purses holding 3-12sp each. One of the corpses is dressed in **chainmail +2** and has a quiver of crossbow bolts strapped to his back. In the quiver are 10 normal bolts and 3 **bolts of of human slaying** (save vs death ray or die, instantly reduced to 0 hit points when struck by one of these bolts — see **DM's Companion** p56). The fletchings and shafts of these are actually dried skin and bone.

The only other items of value on the bodies are three goatskins of brackish, but drinkable, water (9 pints in all).

2. The Desert People

After the encounter with the stirges, Faisal's routine of travel will resume, as he will be entirely unmoved by the unexplained deaths. Although riders on camels will be seen on the horizon on several occasions, Faisal will dismiss them with 'Tricks of the light, happens all the time....' and 'It's the heat. Mirages, don't y'know. Try one of these spiced dates....'

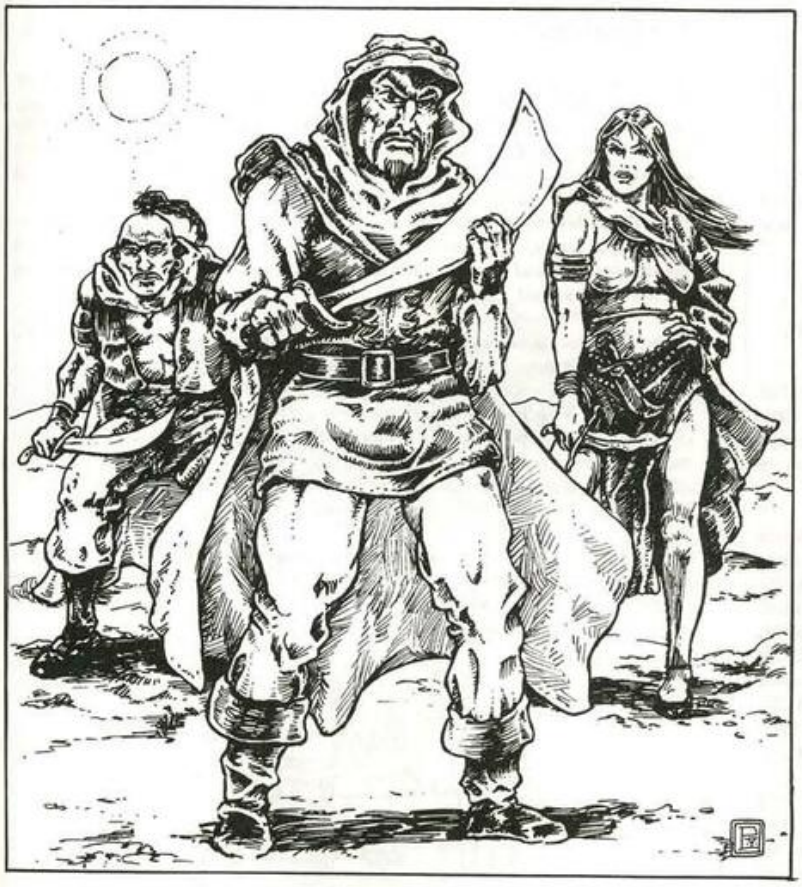
Next day, the distant figures will take on solidity, as two columns of camel-mounted nomads approach, taking up positions on either side of Faisal's expedition. They will remain about a hundred yards away, on parallel courses, and surround the party if and when it stops. They will withdraw if approached, only to return later. There are twenty riders (dressed in identical robes to those on the dead bodies) in each column. They will shadow the party for a day and a night, and then ride away into the desert. They will not be seen again.

If they are attacked, approached any closer than 50 yards, or provoked, the nomads will immediately charge.

37 nomads: AC 7; HD 1; hp 5 each; MV 120' (40'); #AT 1; D by weapon; Save as Fighter 1; ML 8; AL N; XP 13 each; WR 8; THACO 19; Ex53, armed with short swords (1-6) and daggers (1-4).
2 sub-chieftains: AC 5; HD 2; hp 11 each; MV 120' (40'); #AT 1; D by weapon; Save as Fighter 2; ML 8; AL N; XP 25; WR 6; THACO 18; EX53, armed with **short swords +1** (2-7) and daggers (1-4).
1 chieftain: AC 2; HD 4; hp 21; MV 120' (40'); #AT 1; D by weapon; Save as Fighter 4; ML 10; AL N; XP 125; WR 7; THACO 15; **chaimail +3, longsword +2** (3-10), two **daggers +1, potion of heroism** (2 doses).
40 camels: AC 7; HD 2; hp 10 each; MV 150' (50'); #AT 1 bite/1 hoof; D 1/1-4; Save as Fighter 1; ML 7; AL N; XP 20; THACO 18; Ex46.
If a nomad has the opportunity, he will begin a whirling dance and enter a beserk fury before attacking. The dance lasts for 2-4 rounds, and at the end, a 'whirling' nomad gains +2 'to hit', doubles his hit points, and increases his ML to 12, but suffers a -2 to his Armour Class and must attack on foot rather than from camel back. The effects of the dance last for 2 turns, at which point the nomad can carry out no actions for 1-4 rounds, but can then attack normally.

In any fight Skulltop and Azhbool will fight with courage and determination, mainly to protect Faisal who will take no part in the fighting whatsoever unless he is forced to do so.

The nomads have little treasure, other than the magical items of their leaders and purses of 2-12sp each. The nomads' true wealth is the camels, which are particularly hardy specimens worth 120gp each. Each nomad also has a goatskin waterbag containing 1-2 pints of water, although the DM should note that there is a 75% chance that individual goatskins will be damaged and the water lost during any fight.



If the PCs are captured, it is up to the DM to determine the chances of escape. However, if they have taken anything from the dead bodies (see 1 above), they will be abandoned in the desert without food or water.

If the player characters manage to capture any of the nomads, their prisoner(s) will not speak or even acknowledge the existence of their captors. This includes refusing to drink or eat, with the obvious consequence that the prisoner(s) will die in a few days, thanks to the desert heat.

3. The Storm

During the afternoon following the encounter with the nomads, the weather will begin to change. Storm clouds will gather in the west and north. As the sun sinks lower, a murky twilight will settle over the desert, and a growing westerly breeze will start the sand whispering across the dunes. It should be fairly obvious to the player characters that a sandstorm is coming. Faisal will insist that the expedition should press on, but the DM should allow the PCs to persuade him that it might be a good idea to look for, or make, some shelter.

By dark, the full fury of the storm will be upon the party. The winds and blown sand will make travelling impossible, and cut visibility to under 20 feet. Anyone who tries to do more than sit tight and protect themselves (by, for example, wrapping any desert robes tightly about their faces and resting on the leeward side of a camel) will suffer 1 point of damage per round from the sand, as well as being blinded until the sand and dust can be washed out of their eyes.

By midnight the storm will have blown itself out, but the sand and dust it stirred up will still be slowly settling. At first light the full effects of the storm will be seen, as the entire expedition will be covered in a thin layer of gritty dust. The dunes over which they were travelling will also have changed completely, blown into new patterns by the storm.

Faisal's taste for adventure will have been greatly lessened by the storm, and he will insist upon an early start, demanding that the group head back towards the city. After two hours of travelling, however, his attitude will change completely, altered by a discovery that the expedition will make as they climb across the ridge of yet another dune. Half-buried in a sand dune (and obviously uncovered by the storm) is what appears to be the stern of a sailing ship. Nearby a segment of paved roadway also runs from the face of the same sand dune, and heads directly south across an area of flat sand before disappearing once more beneath another dune.

4. The Dunerigger

The 'sailing ship' is actually a dunerigger, a magically propelled and guided ship that 'sails' across desert sands rather than oceans. Only the bronze stern of the dunerigger, and the top of the mast, show above the slope of the dune.

The visible part of the stern includes a small deck, the rudder and a porthole, all made of bronze. The stern deck has little of interest on it, other than a wheel (jammed solid with dust and sand) that once controlled the rudder. The porthole, also made of bronze, is closed. This can be opened from the outside, allowing entry into the stern cabin. However, before anybody can actually enter the cabin they will be attacked by two elaborately armoured and dessicated zombies, the remains of part of the former crew.

2 zombies: AC 1; HD 2; hp 14 each; MV 90' (30'); #AT 1 longsword; D 1-8; Save as Fighter 1; ML 12; AL C; XP 20; THACO 18; B39.
These zombies cannot be turned as a result of the years that they have spent in the magical environment of the dunerigger. Furthermore, they have completely dried out in this time, and look like rather tatty mummies, a point the DM might like to emphasise to the player characters. The zombies are wearing beautifully constructed suits of bronze and silver **chainmail +4**. However, these magical items have each been infested by a dustmite, which will attack any characters who strip the zombies and don their armour.

2 dustmites: AC 2; HD 1 hit point each; MV 30' (10'); #AT 1 special; D n/a; Save as Magic User 11; ML 12; AL N; XP 7 each; THACO n/a; see **New Spells and Monsters**, below, for further details.

The contents of the cabin are scattered about, and covered in a layer of sand and dust. The cabin furnishings were once rich and ornate, but these have dried out over the years and are now cracked, exposing the bronze of the ship beneath. On the table are fragments of dried parchment, one of which is still legible. This single, incomplete piece of parchment is a part of a map, showing the desert as it was long ago, a green and prosperous land. At the DM's descretion this map could contain enough information to lead the player characters into another adventure, because a city is marked in one corner of the map, in a place which is now deep and forbidding desert....

A locked bronze 'sea chest' (open locks -25%, due to grit in the lock) contains three cracked, dried leather bags, each holding 100 square gold coins (worth 2½ normal gp each). A steel box holds a silver-chased astrolabe (value 300gp) and a set of map maker's instruments (value 150gp). At one end of the chest are several scroll tubes, holding a number of documents in a ancient desert tongue. If translated, they will prove to be manifests, contracts and account books. They are of no practical value, but a sage (if an interested one could be found) would pay 100-500gp for them as written examples of a forgotten language. On one fragile scroll (a dexterity of more than 14 is required to handle it, otherwise it crumbles to dust) the details of the spells **clairvoyance, dispel magic, wall of fire**, and **conjure elemental** can be made out.

If an attempt to open the cabin door is made, it will be pushed open from the other side and sand will pour into the cabin, half-filling it. Characters in the cbain should make a saving throw against breath weapons to avoid being buried in the sand, where they will suffocate in three rounds. There is no way through to the rest of the craft by this route.

5. The Sandchildren

During the time that the party examine the dunerigger, a group of sandchildren (see **New Spells and Monsters**) will surround them. Only if PCs state that they are keeping a watch, and the watcher(s) makes an Intelligence roll (Int or less on 1d20), will the sandchildren be noticed.

If they are not noticed, the first indication that something is wrong will be when a character steps on one of the smaller (and more inquisitive) sandchildren. There is a 5% chance of this happening per round (cumulative) to a moving character. The sandchild will immediately discharge into the character doing 4-24 points of damage (2-12 if a saving throw is made) and dying in the process. The sandchildren will then rise from the sand around the dunerigger, assume their 'ghost' forms and attack.

The sandchildren will be quite content to observe the player characters, but they will attack immediately if any attempt is made to dig out the dunerigger. They regard it as a terrible devil, because it has caused many deaths among their kind. If the player characters withdraw, the sandchildren will merely prevent them from returning to the dunerigger.

5 sandchildren: AC 3; HD 4+1(x2), 5+1, 7+1, 8+1; hp 20(x2), 25, 38, 50; MV 30' (10') or 120' (40'); #AT 1; D variable or 1-8 + possible blindness; Save as Fighter 4-8 (varies); ML 10; AL N; XP 275(x2), 575, 1250, 1750; THACO 15(x2), 14, 12, 11; See **New Spells and Monsters** for a full description of this creature.
The sandchildren have no treasure.

6. Digging Out

If the sandchildren are dealt with, the whole of the dunerigger can be dug out of the sand dune. This will be a long and arduous business, requiring 18 man-days to complete. Characters who actually do any digging must drink at least twice as much fluid as normal. Faisal and his companions will have nothing to do with the actual work of digging.

The whole craft is 60 feet long, constructed entirely of bronze cast to represent planks and other ships timbers. It is basically a simple craft with only one mast bearing a large and very thin copper sail, which has been badly bent during the years it has been buried. Other than the stern and forward cabins, it is a flush decked craft, with large, combined cargo space and living quarters beneath. This area has been half 'flooded' with sand because the forward hatch has collapsed at some point in the past. The forward cabin holds three more zombies identical to those above except that these wear no armour (AC8). There is nothing of interest in the cabin, except for a few scraps of dried cloth, 10 gp in mixed coins and a set of gaming dice, as this was the crew's quarters.

The cargo area is filled with wine amphorae, although the wine has long since dried out, leaving only a sickly sweet smell and a thick sticky mess behind. The amphorae are worth 1sp at most. The vessel is the equivalent of a small sailing ship as given on p43 of the **Expert Rulebook**, except that it has a movement rate of 60 miles per day (120' per round) 90 hull points, AC 5 and a capacity of 80,000 cns. It can also be operated by one man rather than a crew of 10.

Embedded in the prow of the vessel is a **stone of controlling earth elementals**, which is surrounded by a pattern of intricately carved runes and lines. This stone is the motive power of the dunerigger. If the ship's wheel is grasped, once the craft has been freed from the sand, the whole dunerigger will quiver. It will then 'float' with just the keel and the outriggers beneath the surface of the sand.

The ship's wheel is the only control. Pushing it forwards will cause the craft to accelerate up to its maximum movement rate, while pulling it back has the opposite effect. Steering is also controlled by the wheel.

Once the hard work of digging is over, Faisal and his companions will make their bid to take control of the dunerigger and leave the player characters in the desert. The three will simply wait until nightfall and then try to 'sail' off in the craft. If they are discovered, Faisal will use spells to cause as much confusion as possible, while Skulltop and Azhbool attack the player characters, trying to kill spellcasters in preference to any others present.

Faisal will happily abandon Skulltop and Ahzbool if he can get aboard the dunerigger while his compatriots delay the PCs. This will not upset Skulltop at all, but Ahzbool will find this 'rejection' hard to take and will cease fighting the PCs, and take off after Faisal.

If the threesome are completely sealed off from the ship, Faisal will continue to cast spells until they are all used and then attempt to flee into the desert on a camel. If reduced to fewer than 5 hit points Faisal will use his **deathcurse** against the character the DM judges to have been most effective in thwarting Faisal's plans. If Faisal is taken captive he will be entirely unrepentant about his attempt to doublecross the player characters, and may (1 in 20 chance) use his **deathcurse** to spite them.

Skulltop will fight to the death, taking his own life if reduced to less than 3 hit points. A wounded character who falls within range will always be the subject of his next attack. Skulltop is as vindictive as his name suggests.

Even in circumstances in which her loyalty is not strained, Azhbool will surrender if reduced to 5 or fewer hit points. If allowed to live she will attach herself to the male PC with the highest charisma. It is left to the DM to determine if she remains loyal to him, or slips back into her old, violent ways when she believes that she is no longer loved....

7. The Return

On returning to the city, it is up to PCs whether they sell the craft or keep it for future adventures. Each day, a new bidder will arrive, offering d6 x 1000gp. After the first offer of 6000gp (the best offer the DM should allow them to receive — only the PCs should not know this at the time), the PCs will receive no further financial offers, but will be the subject of increasingly unlawful efforts to remove the ship from their possession. The mercantile interests in the city will be desperate to get hold of the dunerigger, and just as desperate to know where it was found, in case there are any more. Only if Faisal or Ahzbool has survived, should the DM allow the characters any chance of rediscovering the site of their find.

If the PCs decide to keep it (and manage to do so), they will find that the dunerigger is a desert vessel only, and completely useless in water. If the PCs do try to use it as a normal ship it will dissolve in 4-8 rounds, with obvious risks for anybody who happens to be on board at the time.... It would also be impossible to transport the ship over any other kind of land terrain, without the most arduous of preparations and hundreds of helpers. If the player characters attempt to sell the dunerigger after using it for a while, bidders will arrive as before, only this time the bids will be for d8 x 500gp.

It is also left to the DM to determine what happens if the player characters return without Faisal.... or what happens if they return with a living and probably resentful Faisal as their captive. Are they ever safe again where he has money to pay hired killers?

New Spells and Monsters

Deathcurse

Variable Level Magic User Spell
Range: *Variable*
Duration: *Variable*
Effect: *One creature*
A deathcurse is the last defiant act of a defeated magic user who wishes to be revenged upon those responsible for his or her death. The spell exists as a range of spells: Deathcurse I (a 1st level spell), Deathcurse II (a 2nd level spell), and so on up to Deathcurse IX (a 9th level spell). Once a particular variety of deathcurse has been written into a spellbook, it may be learnt like any other spell.

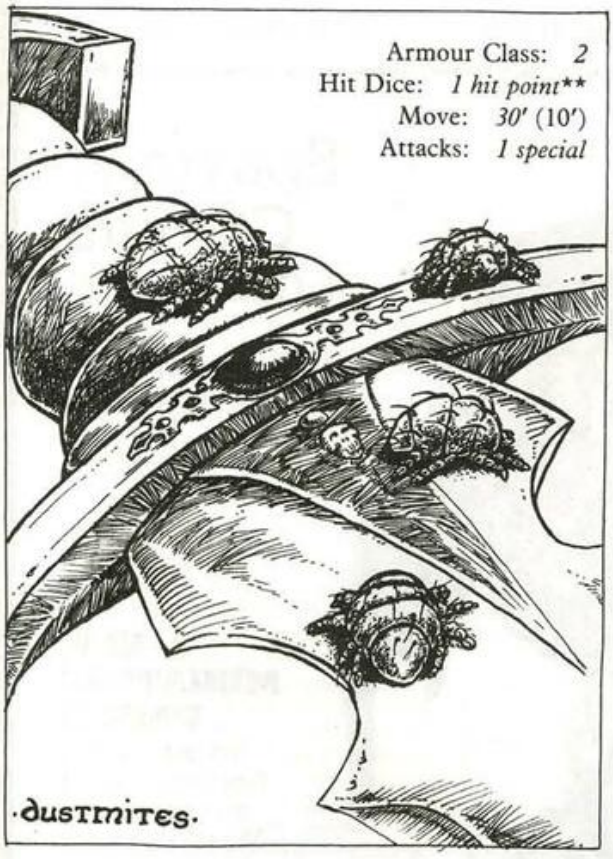
When the spell is cast at a target creature, it immediately reduces the caster to 0 hit points (dead). As soon as it is cast, the spell has one of two other effects:

1. The target creature suffers the effects of one spell of an equivalent or lower level to the deathcurse. A deathcurse IV could, for example, cause the victim to suffer a **polymorph other**, possibly turning into a frog! Any relevant saving throw is subject to a penalty equal to the number of hit points the caster had when the deathcurse was cast; *or*

2. The victim is cursed with ill-luck for one year per level of the deathcurse. This ill luck takes the form of as many 'bad luck points' as the caster had hits points at the time of casting. These bad luck points are turned into penalties, affecting 'to hit' rolls, saving throws, turning attempts, percentage chances or any other luck-influenced aspect of play as the DM sees fit. Each bad luck point represents a -5% or a -1 to any chance of success. However, there are limits. If, for example, the caster of a deathcurse II had 6 hit points then a cleric victim might suffer a -2 'to hit', a -2 to all poison saving throws, a -1 to all spell saving throws and a -1 to all turning attempts die rolls or any combination that added up to 6 'bad luck points' as the DM decided.

The effect of the deathcurse must be specified in advance in writing along with any variable details of another spell to be used for the deathcurse. These details must be given to the DM, but the target creature can be chosen at the moment of the caster's death.

Dustmite



Armour Class: *2*
Hit Dice: *1 hit point***
Move: *30' (10')*
Attacks: *1 special*

Damage: *not applicable or 1 (see below)*
No. Appearing: *1 (1)*
Save As: *Magic User: 11*
Morale: *12*
Treasure Type: *Not Applicable*
Alignment: *N*
XP Value: *7*

A dustmite is a tiny creature (the size of a bee at most) found only in old treasure hoards, and only then where there is a magical item of some sort. The creature lives on the faint power that sometimes 'leaks' out of a magical item over the years, or sometimes even centuries, spending most of its time in a dormant state.

When disturbed by, for example, somebody picking up the item it is attached to, the dustmite becomes active and dangerous. It seeks out a warm, damp place to lay eggs and, unfortunately for the victim, the insides of an adventurer do very nicely. The dustmite numbs its victim with a powerful drug, and then tunnels under the victim's skin. Unless the victim makes a saving throw against poison at -5, he or she will never know that an attack has taken place, at least not until it is too late....

The creature then lays its 3-18 or 6-60 eggs (depending upon whether the dustmite is 'male' or 'female') which hatch 5-20 days later. The eggs can be killed within this time by casting **cure disease** on the victim every day until the incubation period is over. If the eggs have not hatched by then, they are dead. When the eggs do hatch, the victim suffers an unbearable itching sensation, and loses 1 hit point per dustmite per day, as he or she is eaten alive from the inside. Cures will heal this damage, but will not kill the dustmites. Burning the victim will kill 1 dustmite per damage point that the victim suffers, but also permanently reduce the victim's charisma by 2-12 points.

Once the victim is dead, the dustmites will emerge and scatter. They will look for magic items to which they will attach themselves, and then enter into another dormant phase, waiting for the next foolhardy adventurer/nest....

DMs might like to use dustmites in more than just this brief encounter. The prospect of a lingering death for a favourite character concentrates the mind of a player wonderfully — on avoiding large piles of magical goodies!

Sandchild

Armour Class: *3*
Hit Dice: *4+1 - 8+1***
Move:
Sand form: 30' (10')
'Ghost' form: 120' (40')
Attacks: *1*
Damage: *See below*
No. Appearing: *(0) 3-12*
Save As: *Fighter 4-8*
Morale: *10*
Treasure Type: *See below*
Alignment: *N*
XP Value:
4+1HD: 275
5+1HD: 575
6+1HD: 950
7+1HD: 1250
8+1HD: 1750

A sandchild, sometimes called a stormchild or desert ghost, is a fusion of earth and air elementals, composed entirely of sand and dust carried into the air and electrically charged during violent or magical sandstorms.

Sandchildren normally appear as patches of slightly sparkling sand, whispering along as though being blown by a gentle breeze. In this form they travel slowly for great distances, grazing on tiny charges of static electricity in the sand and dust of dune fields. In this form sandchildren have only one attack — and an inadvertant one at that. If they contact any metal object larger than a dagger they discharge themselves and die. If a sandchild brushes against someone wearing metal armour this discharge causes 1-6 points of damage per hit dice of the creature. Because death comes to them so casually as a result of metal objects, sandchildren have an deep-seated hatred of metal and metal users.

During sandstorms sandchildren gather in large numbers, although whether they can sense an impending storm or actually cause one is not known. During a storm the sandchildren feed on electrical energy, give birth to their young and travel vast distances on the winds of the storm. After it subsides, the sandchildren have more power than normal and can control their physical shape. In these circumstances they often appear as sparkling 'ghosts' of sand and dust. It is in this form that the sandchildren are truly dangerous, for they are intelligent and purposeful in their actions, and have been known to carry out deliberate attacks against metal-bearing creatures.

A sandchild in 'ghost' form attacks with its fist, causing 1-8 points of electrical damage (saving against spells halves this damage). However, the creature loses 1-4 (1-2 if the victim makes the ST) of its own hit points in the process. Additionally, on a 'to hit' roll of 19 or 20 some of the dust and sand that makes up the creature goes into the victim's eyes, causing blindness (-4 to hit, +4 to be hit) until the sand and dust are washed out. A successful saving throw against breath will avoid the blinding dust.

Attacking a sandchild has its own risk. Melee attacks cause normal damage, but the attacker suffers 1-3 points of damage as the sandchild discharges. Again, a saving throw against spells halves this damage, but 1 point of damage will always be suffered by a creature making a successful melee attack. Missile weapons cause only half normal damage, but the user is not affected by any electrical discharge. Electrical attacks, such as **lightning bolts**, actually increase a sandchild's hit points, rather than reduce them.

Sandchildren are immune to fire based attacks, but water causes terrible damage. A pint of water is the equivalent of a flask of oil (**Basic Players Manual** p59) and causes 1-8 points of damage per round for 2 rounds.

Sandchildren never have any metallic treasure, although small areas of the desert where they congregate may (30%) be scattered with 2-20 small gems worth 10-50gp each. Very rarely (1%), a scroll of some type, picked up and carried for miles by a sandchild, will also be found in their possession.

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GM News

Is it a case of the biter bit? As of November 1985, Gary Gygax is no longer in control of the destiny of TSR Inc, having been replaced as President and Chief Executive by Lorraine Williams. We're not in a position to tell you whether this was a Dynasty-style coup, or something amicable and dull, but it does appear to be the concluding battle in the war for control of the D&D phenomenon. EGG will be retained in a 'creative capacity'. Just to prove it, not only has T1-4, the most overdue scenario in history, appeared — see the review a few pages hence — but just before press time we saw a copy of **Oriental Adventures**, a volume that makes an intelligent attempt to provide a Far East version of the AD&D game. Along with **Lankhmar**, this volume seems to show that TSR are still capable of quality, reasoned products, something that must be a relief to us all.

And don't forget, the D&D game still has a lot of mileage in it. TSR UK have just completed their most successful year ever, largely due to the arrival of many new products for the most popular systems. Having totted it up recently, TSR UK can claim that 140,000 Basic Sets have been sold in the last 5 years, a figure that ignores the separate publications of the Basic rulebook, the old version of the game and the pioneering work done in this country by Games Workshop. If the rough guideline of 4 players to each set sold is taken, then there are well over half a million people in this country who have played the Basic version of the game. The UK Product Development lads would like to remind each one of them that it is their patriotic duty to go out and buy their latest offerings, which live up to their extremely high standards. CM6 ***Where Chaos Reigns*** *by Graeme Morris is an pic Companion-level adventure, crammed with exciting encounters on another plane, and making full use of the* ***War machine*** *rules. SFAD6* ***Dark Side of the Moon*** *by Jim Bambra is a fast-paced,* ***Star Frontiers*** *module based on a high-tech world – the first scenario of its kind.*

And the growth goes on. TSR UK are looking for new outlets for the D&D game, to bring it to a wider audience. Advertising is no longer restricted to the hobby magazines and a few youth-oriented publications like **2000AD**. This Christmas, look out for D&D advertising in **Look-in** magazine, and on your breakfast table as millions of packs of Shredded Wheat, Shreddies and Cubs spread The Word. Personally, we think they missed a great chance to win popular esteem by putting a lead figure in every pack, but there must have been some reason why this was impossible.

Actually, they would have been on the breakfast tables a little earlier, but they were knocked back a few weeks when Nabisco snapped up the promotional license for the new Spielberg cult movie, ***Back To The Future.*** *Go see it, it's a great film. Then buy the cereal, and you'll find sweet little adventure game books in every pack. It's these little goodies that have got between your breakfast bowl and the greatest role-playing game of them all. We don't wish to reveal who is responsible for this outrage, but if you find a mistake in any of them, the Editor of this magazine does not want to hear about it.*

Quite a few of the 'little guys' would like to see a dent made in the almost monopolistic hold D&D has on the market. The not-so-little Games Workshop now claim that the gap is narrowing, and that the combined sales of the excellent **Call of Cthulhu** and the not-so-brill **Middle Earth Role-Playing Game** just about exceed those of the D&D game through those outlets Workshop supply. Quite possibly, but that would still leave them quite a ways short of the total volume of D&D sales. About half the D&D sets sold in the UK are distributed by GW.

But with some of the new products on-line from GW, that lead might shrink a bit yet. Long-awaited, and finally on sale, the ***Judge Dredd*** *rpg is in your shops now. Fans of the 2000AD strip will be clamouring for a game that allows you to ride your Lawmaster of the citizens of Mega-City One in the name of truth, justice and the American way. GW are also collecting virtually every talent who has ever made a name for himself in the hobby, and setting them loose on this or that project. Paul Mason has joined Marc Gascoigne and Ian Marsh in the heavily-pruned London operation, while just about every hobby personality in the country contributed to the first expanded* ***White Dwarf*** *letters section. It's nearly the same as writing them yourself, but still a step in the right direction.*

If all the Workshop employees role up to next year's Games Day, there isn't going to be much room for the paying punters. After a slightly disappointing 1984 show, this year was a huge success, particularly on the Sunday, and most stands reported record takings. GW made about £15,000 on the weekend according to one source. One very welcome, and unexpected, guest was Steve Jackson (the US variant). Anyone hoping for an inside story of what might be coming from SJ Games next year must remain disappointed, however. Steve had discovered English ale before anyone could get to question him....

There won't be as many people at ***GamesFair '86*** *as jammed their way into Games Day, but the word is that there will be a special guest. EGG himself could well be returning to the event as GoH, despite – and some sources claim* ***because*** *– the criticism that is bound to be levelled at him after events in 1985. All power to the man if he is going to face up to the onslaught of the British gaming public. We're sure he won't be disappointed. There's an application form on page 12 for those who would like to attend. Get it sent in as fast as you can; the event sells out faster than you can cast an eighth level spell.*

Back to Games Day for a second where KJC Games were signing people up for their new postal game, **Capitol**. At last, commercial postal gaming is beginning to charge the sorts of rates which people might not blanche at; Capitol works out at about 65p a turn. It's not a complicated game, according to Kev Cropper, KJC's main man, dealing with a New York of the future, where street gangs roam the once-mighty city, trying to carve out the largest piece of terriotory they can. Players' orders will all be to do with the daily chores of killing and maiming and swimming the Hudson in concrete flippers. Sounds great; sign your grannie up for a game today. The address is on the ad on page 48.

Another postal game making it's debut recently was ***Freedom of the Stars****, an 'inter-active rpg set in the distant future'. A free choice of character profession is offered, with current choices including space marines, assassins, merchant captains, pirates, secret service agents, terrorists, officers, politicians, doctors, asteroid miners.... £1 a turn (or 6 for £5) with a 20p surcharge for each background information sheet requested. SAEs to 12 Bude Close, Crewe, Cheshire CW1 3XG, the home of Megan Robertson who once saved TSR's bacon by talking to a Radio Three interviewer during the last devil-worship scare. Megan is a lay preacher, y'see.*

Other worthy ways to spend your money, and further proof that we're taking the side of the little guy; **Axe**, by Frank Oliver, is a fantasy novel with excellent atmosphere, published by the man who wrote it (so we're not the only crazy people in the world). It starts slowly, but it has considerable style. If you're fond of something out of the ordinary, then write to 5 Clach-na-Strom, Whiteness, Weisdale, Shetland ZE2 9LG. The only thing I can't tell you is the price, but if £2.95 doesn't cover it, tell him it's our fault.

Book of the Month II must be ***In Search of Forever****, a collection of the artwork of one Rodney Matthews. Brilliant. Insist that someone buys it for you this Xmas. Just as an appetiser, it contains the covers from* ***Imagine*** *magazines #1, 9 and 12, and the cover of this very issue of* ***GameMaster Publications****. What good taste.*

In the aftermath of Xmas pud and Auld Lang Syne, why not wend your way to **Stabcon VII**, the event which has had snowdrifts, monsters winning the D&D contest and much more. Friday 10th-Sunday 12th January; Woolton Hall, Fallowfield, Manchester; £2.00 to get in, £24.00 to get in and have somewhere to rest your weary **battleaxe +3**. Tell Dave Waring at 59 St Martin's Green, Trimley St Martin, Felixstowe, Suffolk IP10 0YB if you can't bear to miss it.

Letters

Whew! No need for a midnight raid on the TSR correspondence file this month. The poor postman who normally totters around Bar Hill on a bicycle had to hire a truck and make deliveries three times a day. Thanks to you all - keep 'em coming. I'd like to pretend that I will reply to you all in time, but that isn't going to be very likely.

If you weren't one of those writers, why not? It's the height of intellectual gaming achievement to get a letter into ***GameMaster Publications****, you know, so write now to:*

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53 Hollytrees, Bar Hill, CAMBRIDGE CB3 8SF.

We don't want to make a big deal out of the success of GM1.... but we will anyway.

Jon D Chisnall, Ipswich: It was nice to see that my letter to TSR UK was passed on to you (still got friends at the Provincial Court, eh?). I hope your former colleagues at the Mill are well and not suffering from any other 'edicts' from the USA.

I bought a copy of GM1 in War and Peace (plug) and found it extremely interesting, with many of the features from the 'old' magazine which I can now continue to enjoy. It fills the space admirably.

Richard L J Pett, Matlock, Derbys (on hearing the bad news): What has Gary done? I have been playing the D&D/AD&D games for nearly ten years now, and in that time many things have come and gone — good and bad. It's certain that **Imagine** was the best magazine. A lot of rubbish has been produced, and I have to say most of it came on a boat marked Produce of the USA.

You can trace the decline from the 'trash' modules, like **The Secret of Bone Hill, The Ghost Tower of Inverness** and the amazing 'A' series. **Deities and Demigods** was obviously ill-conceived and with **Unearthed Arcana** there are many rules arguments. Which book does one look to?

TSR UK injected an element of 'stand back and think about it' into the game when it badly needed it. Imagine had several articles of great use — the **Pelinore** campaign was excellent and rules alterations were well thought out.

Richard Pett (on hearing the good news): Excellent! Excellent! Excellent! Bang me down for six issues, and good luck!

T Shannon, Bracknell, Berks: I must say your first magazine was very good. The **Pelinore** material was excellent, especially **It's A Living**. The scenario was excellent too, but I would like to see some short scenarios for small groups of low-level characters. The group I play with, because of jobs and 'A'-levels, find time, large groups of people and high-level characters hard to come by. I'm sure other people have the same problem.

Dave Morris, Woking, Surrey: Bryan James doesn't want things to get too predictable and so advises against using the usual Earth-goddess or other 'traditional' types. But these associations are archetypal. In most mythologies the Earth is female, the Sky male, etc. There's no use ringing the changes for the sake of being different. More might have been made of the various ways a particular force was deified — eg, the sun as a God of Light in warm climes, God of Fire further north, etc. Maybe this was outside the scope of the article, but in that case let's have a follow-up, eh? I liked the Air of Fire, and so on. That's my kind of quirky idea.

Good to see that Pelinore has moved with you. **Masterion** was a bit of a filler — I'd have preferred to have seen a discussion of campaign enemies in general, as it is difficult to stage-manage the mutual hostility needed. I find the unlikeliest NPCs turn into ongoing enemies.

Wouldn't several 'Brief Encounters' be better than one mega-scenario every issue? Very long scenarios are always the most difficult to transplant into a campaign anyway.

Wendy J Rose, Southwell, Notts: I can't say that I'm too keen on your first cover. I dislike heavy combinations of green and red, and don't you think the subject matter's a little clichéd?

I shouldn't worry about not being an 'approved' product. Being counted amongst the bad guys must be an occupational hazard for rebels. Look at Robin Hood — he's managed to become a folk hero in these parts!

I enjoy articles like **Elemental Magic**. As it happens, my own campaign is too advanced to introduce this sort of thing, but one of the advantages of a magazine like this is that I still find interesting the articles which I couldn't use in my own game.

My PCs know all about the peasants'-eye-view of economics. For their first 'adventure' I dropped them on a road with their first level abilities, a few secondary skills, the clothes on their backs, a dagger and about 20cp between them. Their ingenuity surprised me. Things have stayed tight money-wise, though.

Cavalry in Pelinore? It'll be Red Indians next, complete with Medicine Magic and manitous....

C Langham, Orpington, Kent: Not only must you be incredibly dumb, you must be completely nuts! I can't help myself but take you up on your offer. **GameMaster Publications** was especially fortuitous coming at this particular time, as I had just decided to give up WD and was trying to Imagine[sod] what to change to. I was particularly impressed by the high standard of **Flight of Eagles**, and the complete overkill of D&D/AD&D-related articles. I hope it will stay this way.

Simon Jones, Haverfordwest, Dyfed: The following are suggestions that you may, or may not, want to take up. You could follow the same route as Imagine did by presenting specials on certain subjects within the AD&D game, or other game systems, or on authors specialising in the fantasy/gothic horror field. I know you had a Brian Lumley special in the offing, and being a fan of HP Lovecraft, such a special would be very welcome to me. A comics special, like the Luther Arkwright one, is another idea. While thinking along these lines, would you please continue the excellent coverage of the amateur side of things, ie, fanzines, clubs, etc.

That's just a sample of the early reaction to ***GMPubs****, part of a strong current of support that has allowed us to get going, and to keep going for quite a while. I'm not pretending that we are over all the problems with this project, but we have got past all the normal first issue hurdles (like paying for everything!) and we just need to keep going and keep growing. Tell your friends if this new venture appeals to you - another few subscribers wouldn't hurt....*

All your comments, ideas and suggestions have been a great help, and more changes will follow. In particular, I think we can honestly say that GMPubs will get bigger, more pages, more reading matter. Dragons don't have to be the biggest creatures in your campaign, you know.

I see you read the ***Unearthed Arcana*** *review:*

Richard McConnell, Harlow, Essex: Reading the review of UA and its alternative dicing up method prompted me to offer my solution. As the problem is not a simple one, nor is the solution.

The starting point of any campaign is character generation. Villains, heroes, wizards, priests — all manner of adventurers are born, relying on several rolls of various dice. Players and GMs demand the use of their favourite dice; players want to roll high, and GMs low. Thus the first problem is the obtaining of a balance between the players' craving for superheroes, and the GM's wish for balance. This is often achieved by the 'best 3 from 4' method. The GM will find, on the whole, that this makes things worse, since it is unlikely to lead to balanced characters, tending to give at least one 'good' result.

Then what does the GM do when all five players roll up fighters? The campaign cannot start without a balanced group of player characters, so does he or she allow players to swap scores between characteristics or allow each player to roll more than one PC?

A third problem: what if a player rolls up a character he or she loathes? The essence of role-playing is that you play the character you roll, I know, but you can only GM if players want to play, and there tends to be a high mortality rate until each player has a character he or she wants.

Now, solutions. If the best three of 4d6 system is used, PCs should end up with an average score of 12 for each attribute. Leave aside charisma — all the campaigns I play in ignore its effects, at best using it to show how beautiful the barmaid is and ignoring the Robert Redford vs Hitler argument (do both have 18 charisma?). So, your average total score for the other 5 attributes is 60. My basic system allows players to distribute those points in any way. Thus each good score has to be balanced by a weaker attribute. This does leave rangers with a Dex of 6 and minimums in all the others, but that's the flaw with the basic system.

So, the more refined version gives 64 points for distribution, with a maximum of 16 in any attribute. The GM then rolls percentiles allowing a 5% chance of the score being upped to 18, and 10% that it rises to 17. If you use racial or age adjustments, these can be added at this point.

I'd love to hear other people's views on this.

So would I, Richard, but you can have mine for starters. Many game sytems - particularly Superhero ones - have gone for this 'point allocation' approach, usually allowing for some variety in the points allocated through a random method of some sort. On the whole, I don't like the method, because it tends to make the most interesting characters clichéd. My mighty, robust blacksmith (Str 17/Con 17) has then to average 9 in his other scores. In other words he is clumsy and dumb, like every other blacksmith. Also, I'm against any system which allows for the at-will creation of illusionists, rangers, cavaliers, etc. I like these to be rare.

I use a best three from four, swap any attributes around except Charisma method. I don't find that slightly higher than average attributes cause me any GMing problems, and I suspect it leads to fewer 18s than an allocation method! Also, it leaves just a chance of a 'duff' score, to make the character a little more rounded, in potentially unexplored ways.

One point you made was interesting to me in the light of Unearthed Arcana, and that was about leaving out charisma. How can you do that? Charisma is the spice of inter-character reaction, along with alignment. If a character of mine spent time with Rob and Adolf, I'd make them save against being swayed by their charisma (and they probably are

both 18s). What makes the difference is that no Good character is going to allow Hitler's 18 to alter his antipathy to that man's Evil. However, an evil Pc, particularly one without high Intelligence or Wisdom, ought to make a save or an attribute check of some kind, to see if they are seduced by his words. Getting players to work against the party's best interests is one of the more fun things to do.

I think Comeliness just confuses the issue. The only alteration I make to Charisma as a medium for inter-character relations is Social Level, something related to character levels, and approximating to the system for Pelinore inroduced on page 7. I think Charisma is an under-rated attribute, and shouldn't be passed over by a good GM.

Last point about UA.... for now.

Simon Boynton, Leeds: I feel you were too quick to scorn UA in your review. I do not allow fighter specialisation at 1st level, and do not allow the percentile increases for Cavaliers and Paladins; also, what fool of a GM would allow a cavalier to have field plate at 1st level? However, I do agree with your slamming of Method V, and wonder which pervert out there would want to be a Drow PC. But with some work, UA can be salvaged to be a good addition to the AD&D game.

Fair enough. OK, it's true confessions time, folks. I think one or two of you reader chappies might have spotted the smallest, and most inconsequential goof in GM1. Am I right?

Graham Cobley, Hinckley, Leics: I don't understand. What's so funny about PLUCK! ?

James A Dempster, Turriff, Aberdeenshire: I don't have time to say much about GM1, except that I thought it was a good first issue, and I particularly liked the alternative layout of **POV**.

Very droll, very droll. Your sharp sticks are in the post; normal service is herewith resumed:

Back to the snappy new ideas department, and one that comes from a ***Stirge Corner*** *of recent vintage.*

Chris Haywood, Grange-over-Sands, Cumbria: The problem of Armour Class will never be resolved until EGG puts his penny-worth in. I've come up with an alternative AC scale, which — although it isn't perfect — does eliminate a lot of the problems we have come to know.

The scale rises from a Base of AC0, ascending to 20. It's much the same as before, only it rises from 0 instead of falling from 10. Thus old AC10 becomes AC0, AC6 becomes AC4, AC0 becomes AC10, AC-2 becomes AC 12, and so on. Armour then has the following values:

Shield	AC1
Leather	2
Ring/Studded	3
Scale	4
Chain	5
Banded	6
Plate	7
Field Plate	8

So, chain mail and shield is AC 6. Now the part that causes the protests. Dexterity, as rolled up, gives you either bonuses or deductions on AC, but on this scale characters have an Effective Dexterity (ED) which is Dex - AC (Base) + Magical Bonuses. So, a character with Dex 16 in **chain mail** +1 and with a **shield** +1 has an ED of 16-(5+1)+2 equals 12. ED is used for attribute checks and adjustments to saving throws, stopping a fighter in plate mail getting the same bonuses as an unarmoured mage with the same Dex. Also, characters become much more choosy about the armour they wear, instead of charging after field plate from the word go.

Inventive. It needs thinking about, but I can see some nice advantages in something like this. For example, I dislike hard and fast rules like Thieves cannot wear metal armour. With this, if you dropped the rule, thieves would suffer for greater armour protection by reduced thieving abilites, particularly if the Dex

Letters

adjustments to abilities were a little more stepped. The lad might have something here; comments anyone?

Right, listen you lot. I've a comment to make, based upon a great many letters which had very nasty things to say about our American brethren –

Simon Myers, Trainee Accountant: Let's petrol bomb the bastards!

Rubic, Moggedon: Show the slime-beings how it should be done.

– STOP THAT! Listen, lads, we appreciate the sentiment, but let's not get too carried away. Some soul asked if we had parted company amicably with TSR UK, another why we carried TSR UK advertising in the light of what we – I – said on the News Page in GM1. I think the one rather answers the other. Relations between GMPubs and TSR UK are warm, fraternal and I'm thrashing Don Turnbull at ***Fighter Command*** *so everything is wonderful. Many unhappy Imagine readers said they were going to start boycotting TSR goods. Let me just ask you to consider those people left behind at the Mill. All we ask is that you make a constructive and reasoned decision about the quality of the goods you purchase – AND BUY GAMEMASTER PUBLICATIONS TILL IT COMES OUT OF YOUR EARS!*

It's hard being this unbiased. Last letter please.

Roger Gregory, Churchdown, Gloucester: Good luck with the venture; I hope it is a great success. We have a great need for independent comment outside of th pages of **White Dwarf**. And please make your letters page available for comment, and don't edit letters as always happened in Ima

Wouldn't dream of it.

Letters completely left alone by Paul Cockburn

VOP by Ian Gibbs

AAAAUGH! TWENTY SEVEN FINGERS! MAKE ME NORMAL AGAIN, NOW!
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IT'LL COST YOU.
WHAT?! HOW MUCH?!!
WELL, IT WILL COST YOU EITHER TEN THOUSAND OR JUST TEN.
WHATS THE DIFFERENCE?
THE TEN THOUSAND TAKES A LITTLE LONGER.
HA! HERES TEN GET ON WITH IT.
TA.
WELL... NOW THAT I ACTUALLY COME TO THINK ABOUT IT, I AM GETTING RATHER ATTACHED TO THE LITTLE PINK RASCALS.

PENDRAGON — Boxed Set and Campaign Book

Now this really ought to have been a winner. A simple, fast-moving Arthurian rpg, offering a completely different style of gaming to any other, and with a background that is both well-known and yet mysterious. When I saw this game I thought it was going to be one I would play and play....

It isn't, quite. Chaosium are frustratingly close to a brilliant game with this, but there are flaws that leave one feeling that the Arthurian period still lacks proper translation into gaming terms. I felt even more frustrated with this game when there was only the boxed set, which is woefully incomplete as a role-playing game. The Campaign Book is what the GM's book in the original set should have been, and I heartily recommend that you buy it, if this is a game you are going to wind up playing.

Most of the problems that this game poses are solveable, but the nuisance value they present seriously devalues it. The crucial flaw is the presentation of material; monsters and creatures appear in three different volumes, with no rational method of finding a particular set of stats easily, and character generation is confused by details of heraldry and other matters, when it is otherwise trying to run a step-by-step generation process. Otherwise, the game offers many quotations from Mallory and other sources of Arthurian myth, as well as tips for bringing this kind of material into your game.

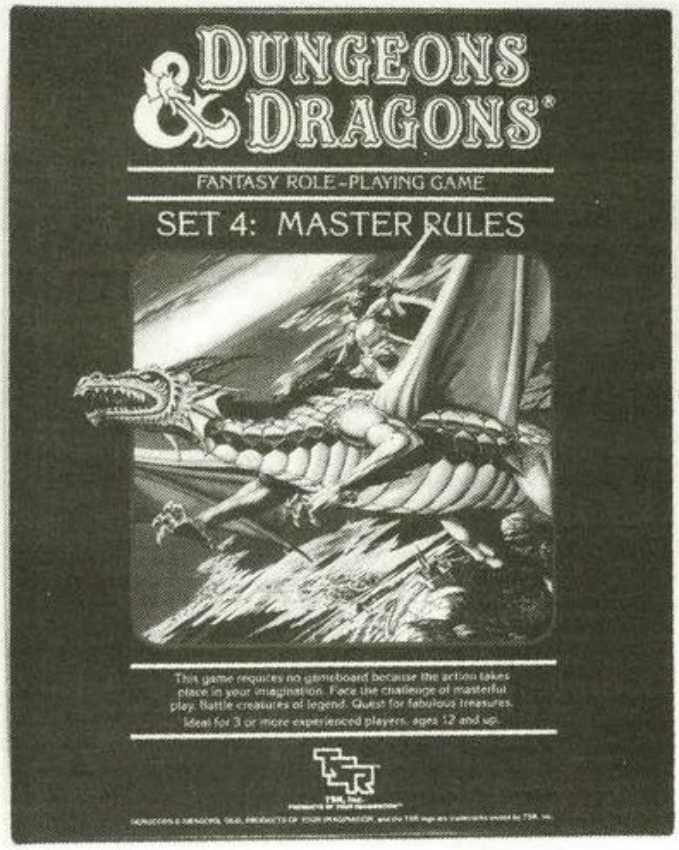
Therefore, the game is quite helpful to the beginner, although clarity has been lost through the introduction of detail ahead of time. The material is fairly true to the Mallorian view of the period, and there are few mistakes — although the four-colour map in the boxed set has at least one (Roman Colchester up Lancashire way).

The system works through a system of attributes and skills, whereby all actions are resolved by a die roll against the attribute/skill value. It works very nicely, and moves quickly, with one exception — a small matter of combat. Here, for once, the simplicity of the system works against it, not because of any lack of 'realism' in individual combats, but because of the nature of the system of Critical Hits and Fumbles. In this, a die roll that exactly equals your skill is a Critical, while a 20 is a Fumble. This means that the odds for either are exactly the same for a character with a skill of 1 as they are for a skill of 19. Ordinary success and failure may change at these lower levels, but not the extremes. This becomes vital in combat where you can only kill or badly wound an opposing armoured knight if a Critical success is rolled (armour points are subtracted from the damage rolled). Your 19 skill knight whittles away at the skill 1 wimp, but it's an even chance as to whether he'll cut your head off before you do his.

The last problem that will face players may be the death of this game. Every other role-playing game depends for its tension on those periods of minute-by-minute action; a single session might span a few days gametime. In **Pendragon**, action takes place over *years*, with players being encouraged to play dynasties. There might only be three or four encounters in a whole year of gametime. But nowhere is the GM helped to understand how this is to be played, how tension and excitement is to be generated. In fact, there is a random encounter table in the Campaign Book that seems to suggest that a day-by-day account of time needs to be kept — how then can a character hope to live long enough to hand over to his eldest son?

It really ought to have been a winner. But at this price, you shouldn't settle for a near miss.

Chaosium £25.95 (Boxed Set) / £10.95 (Campaign Book)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D&D — Masters Set

When it was announced that the D&D game would undergo a major expansion to allow for play up to and beyond the 36th level, TSR UK found themselves at the thin edge of a wedge of phone calls asking when Companion, Masters and Immortals would appear. Well, Masters has arrived, and one can have no doubt that this boxed set will be a success. It's difficult to know what purchasers will think of their new posession, since there isn't really anything to compare it to. By now, clerics are turning 2d6 HD of *anything*, while MUs are cast nine **wishes** a day....

There are two books in the set. In the Players' Book, the spell lists for clerics, druids and MUs are extended, while demi-humans gain additional attack ranks, after the fashion of the Companion Set. There are rules for Weapons Mastery; a system of weapons proficiencies — such as the Advanced game already has — along with the ability to specialize in a weapon, rising from Unskilled to Grand Master. Useful tables are provided to show all the information about different weapons; how they can be used (one-handed, melee, only when charging, etc), cost and weight, damage at different levels of mastery, defence uses and special effects. Very neat. Finally, in this book there are complete descriptions of all those polearms (what is it with TSR and polearms these days?), and an expansion of the *War Machine* rules called *Siege Machine*.

In the Master DM's book, there is a complete map of the D&D Campaign world, showing the continental US clearly.... (yawn). There's nothing else about this world in the Masters Set, so the map is of very limited value. You also have to rip the cover off to use it. The booklet proper gets underway with a concept called Anti-Magic, which nullifies or weakens the effects of magic. All spell effects, potions, wands and scrolls can be affected by A-M (*sic*), a device designed to halt magic escalating. Having come all this way, your 36th level MU has a chance of being less effective than when he could cast **sleep** once a day. I can see A-M livening up a few gaming sessions....

Next comes a method for skipping the previous three boxes and rolling up a 24th level mega-hero. It contains even greater heresies, like *buying* magical items. Additional help is provided for characters running petty Empires and such-like, about how to handle Dominion Income, and a previously innocuous spell called **dispel magic**, which has a meaning all of its own when cast at 36th level. The DM also gets some helpful hints about balancing encounters at this high level. This is useful material, something that DMs should have been given earlier.

From there it's just ever more powerful monsters and magical items. But one section implies a change in the expected set-up of mega-hyper-supra-level play. The section is on the Immortals. Is this a sign that the fifth box is not to be? Certainly, all the information to allow players to enter the ranks of the Gods is here.... Perhaps inspiration has failed Frank Mentzer and the team at last?

In conclusion, this is a predictable, but not unuseful addition to the D&D game. There are players around who revel in the thought of being 36th level, and this will obviously appeal to them. The new monsters and magical items are neither spectacularly novel, nor terrifically stupid. Some of the advice given to DMs is very sound indeed. The D&D game has come a long, long way from its roots.

TSR £9.95

T1-4 The Temple of Elemental Evil

At last, the long awaited sequel to Gary Gygax's T1 — The Village of Hommlet has finally arrived, a mere six years after the publication of the first instalment. And was it worth waiting for? Well, it certainly looks good — the cover presents an excellent, highly-atmospheric view of the Temple exterior, and the internal illustrations are above average. And at a mere £9.95 for a 128-page book crammed with material, it has to be good value.

However, role-playing has come a long way since the days of the original T1. It was rightly praised in its day; the first official, detailed AD&D village. Now it seems rather old-fashioned, and to claim that it has been completely revised and expanded stretches the truth somewhat. Large parts of the old T1 have not even been proof-read; so don't throw away your old copies, you'll need them to decipher some of the more obscure typos.

The module is described as a 'campaign adventure for levels 1-8', but I must confess that I never understood how a party of 1st level characters were supposed to deal with the original T1, and things are no clearer now. Unless the DM designs a great many encounters with the humanoid tribes surrounding Hommlet, I can see no way that a party could hope to gain enough experience to tackle the Old Moat House. One must also ask whether parties of adventurers are supposed to wander around killing the inhabitants for xps and loot. Otherwise, why all the detailed treasure lists?

The links between Hommlet and the rest of the module are not particularly inspired, and the DM must read the whole thing to have any idea of the background, such as it is. Part 2, and the village of Nulb come as a complete contrast to Hommlet — after pages of superfluous detail, the DM is left alone here, with a terrible and inaccurate map. Don't look for any interesting role-playing situations, or exciting wilderness encounters here. Parts 2-4 are basically one huge dungeon. Still, it has to be said that Gary Gygax knows how to design unusual and intriguing dungeons, and if that is what you are into, then Temple of Elemental Evil is surely the ultimate.

TSR £9.95

Lankhmar — City of Adventure

The new 96-page, £9.95 book format for play aids is something we can expect to see a lot more of from TSR, and if half of them are as good as **Lankhmar**, then it's the best news for players of the AD&D game in a long time.

Put simply, this is a superb product. It may not get quite the recognition it deserves given the fact that it has been virtually impossible to get the Fritz Lieber stories in this country in recent years, but even if you don't know anything about Fafhrd and the Gray Mouser this is still a terrific game aid.

The book comes with a large, four-colour map of the City, which is designed to be a player map, as only the most commonly known locations are marked. The GM has a booklet in which the City is portrayed District by District, with buildings listed against a key, and tables to generate the purpose of others swiftly, should they become the focus of attention. Further, certain sections of the City are left as blank squares, into which the GM can either place a Geomorph street plan, or his or her own designs. The geomorphs — the plans for which come in a seperate booklet, have space for information about places, events and NPCs to be noted. It isn't perfect, but it has many advantages over most city generating systems.

Just as a city, the product is incredibly useful. As the home of two of the greatest adventurers in fiction, it is a fund of wonderful role-playing material. As well as a complete guide to the City and the lands beyond, there are fleshed-out NPCs drawn from the books, information about guilds and factions, religions, gods, Nehwon's monsters. The detail about the way the city mechanics — trade, goverment, law — work are a little skimpy, and the editing falls apart here so that you start looking for sections and tables that don't exist, but it's just about forgivable, given the rest of the place.

If you decide to adventure in this wonderful City, you might need to make changes to compensate for the low-magic, no demi-human world Lieber created. But it would be worth it.

TSR £9.95

JUDGE DREDD — The Role-Playing Game

It doesn't compare with T1-4, but we seem to have been waiting for the role-playing version of the **Judge Dredd** phenomenon for a long while too. Now it is here, it will surely be one of the greatest successes outside of the standard sword & sorcery rpg, given the enormous popularity of the comic strip and all things associated with it.

The decision as to whether you buy it or not must surely depend upon how much you are a fan of the Judge. Looking at it just as another role-playing game you'd have to say 'so what?' It isn't a particularly full box, given the way some games come packed with bits and pieces these days, with a 72-page Judge's Manual, a 128-page GM's Book, an A3 floor plan sheet for one of the scenarios in the GM's Book, some cardboard figures and dice. Mechanically, the game operates on a skill-based system, with character attributes of Strength, Initiative, Combat, Technical, Medical, Streetwise, and Psionics. Stats are randomly rolled, but with modifiers to give a solid standard score. High scores in an attribute qualify a Judge for a special ability, which normally would see the character becoming a specialist judge in the Psi-Division. In combat, hits are measured as either Stun or Wound effect, with Stuns rendering your next action impossible, and wounds removing one point of strength (from a maximum of 3!). Wounds are allocated to specific parts of the body, and you'll need medical attention once your strength falls below 1.

Being a Judge is all about making Perps pay, and equipment is the mainstay of the character sheet. Come to that, your Lawmaster bike rates a 'character' sheet all of its own.... All the mechanics for general mayhem are here, packed into your Lawgiver pistol; general purpose, high explosive, armour piercing, incendiary, grenade and rubber ricochet, not to mention the homing Hotshots. Your bike has its Bike Cannon and Cyclops Laser, and if things get a bit rough there's always Stumm Gas, Robo-dogs, Riot Squads and the smiling faces from the Holocaust Squad to call in. Just because this is an rpg about future cops, don't get the idea that it's a detective game; it is built around combat action, and the wierd Perps who provide the main variety in encounters.

If you are a Dredd fan, then the rather pointless and repetitive nature of the encounters with criminals are hardly going to be a problem. This is a glorious combat romp of a game, and it is a game that has all the flavour that the strip provides. For those who have followed Dredd for a while, and who know their way about the slang and complexities of Mega-City One, this game provides few problems. As a Judge, you're too tough to have any domestic or emotional problems — wha'd'ya think this is, *Cagney & Lacey*? Jump on your Lawmaster, roar down the Don Turnbull Boulevard to the nearest Block, and — By Grud! — you'll have the Perps in a Pat Wagon faster than a Juve can Boing!

It is a good interpretation of the strip in game form, and the books are lavishly illustrated with panels from the comics. Most importantly, the designers have researched the subject in meticulous detail, trying to capture all the bizarre sides of life in Mega-City One. Stats for all the Perps that have appeared in the strips are presented — which may or may not strike you as odd given the way most of them have been blasted into atoms by Dredd — and several tables provide methods for creating new mutants and other potential opponents. But everything is going to depend on your ability to think up new and fitting perps, crimes and city events if you are going to progress beyond see 'em and blast 'em over and over again.

Games Workshop - £12.95

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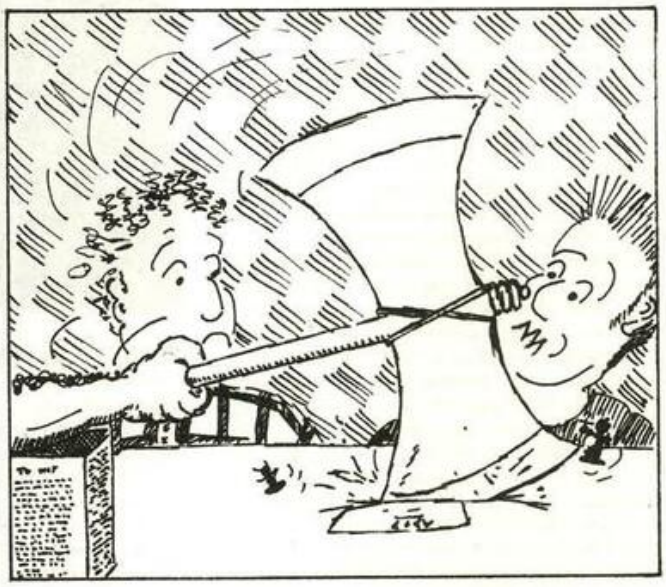

And next issue, be prepared for more explosive ideas, and another superb scenario as GameMaster Publications delves into the world of the cleric.

Back Issues

OK, so there's only the one so far, but you never know, *someone* might have missed it. So, back issues will be available from GMPubs at their cover price of £3.50 + 30p p&p.

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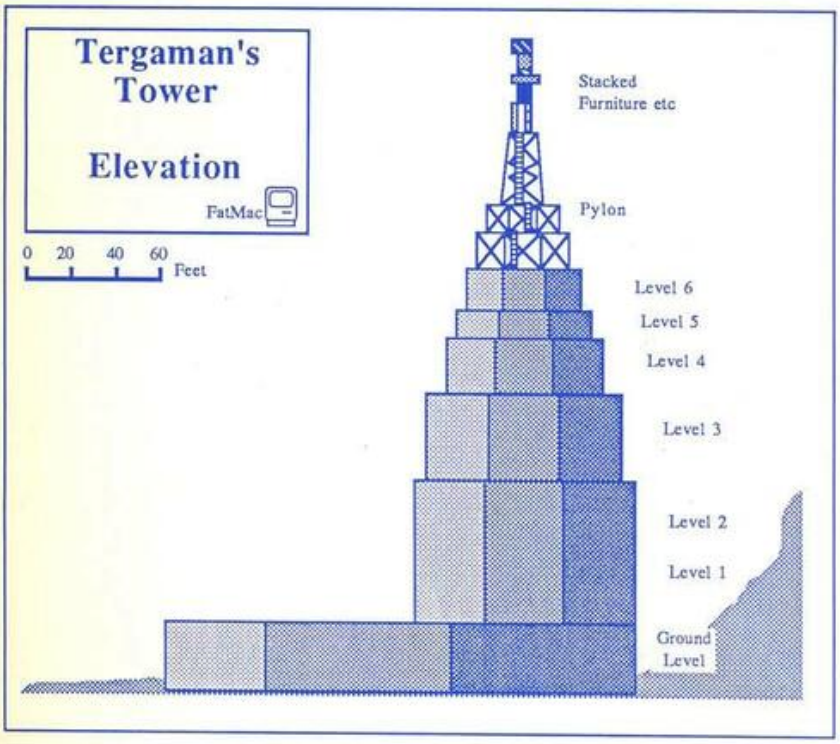
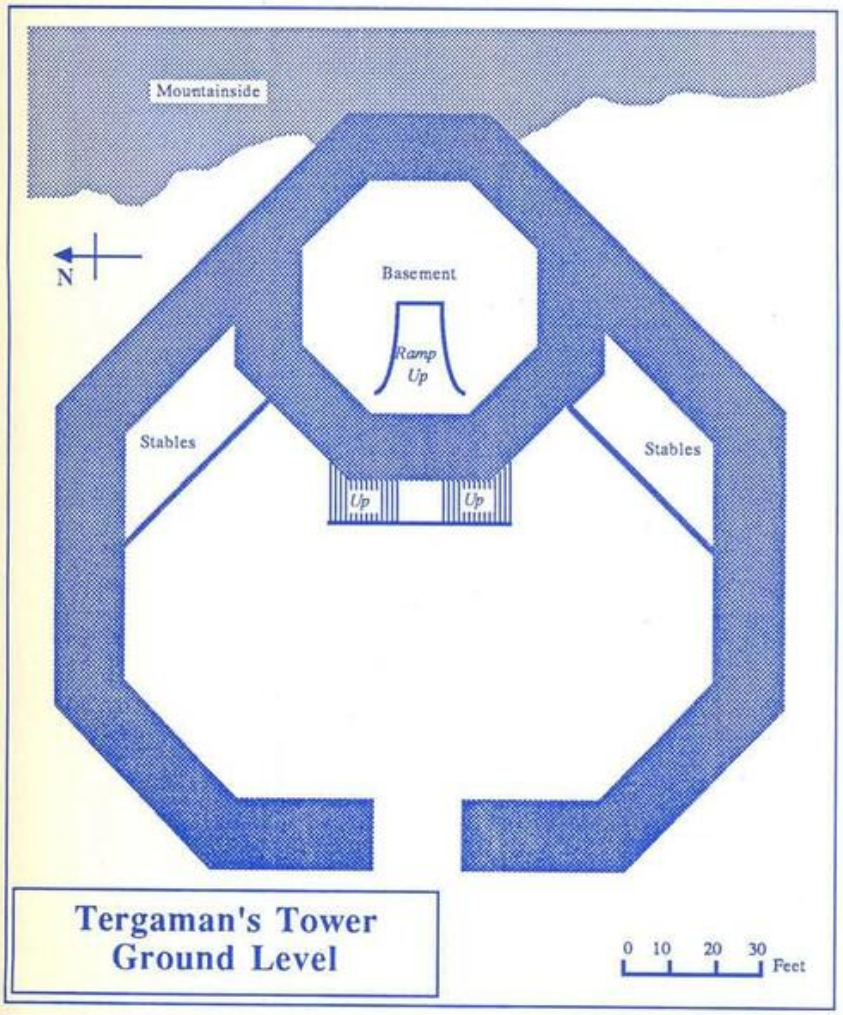
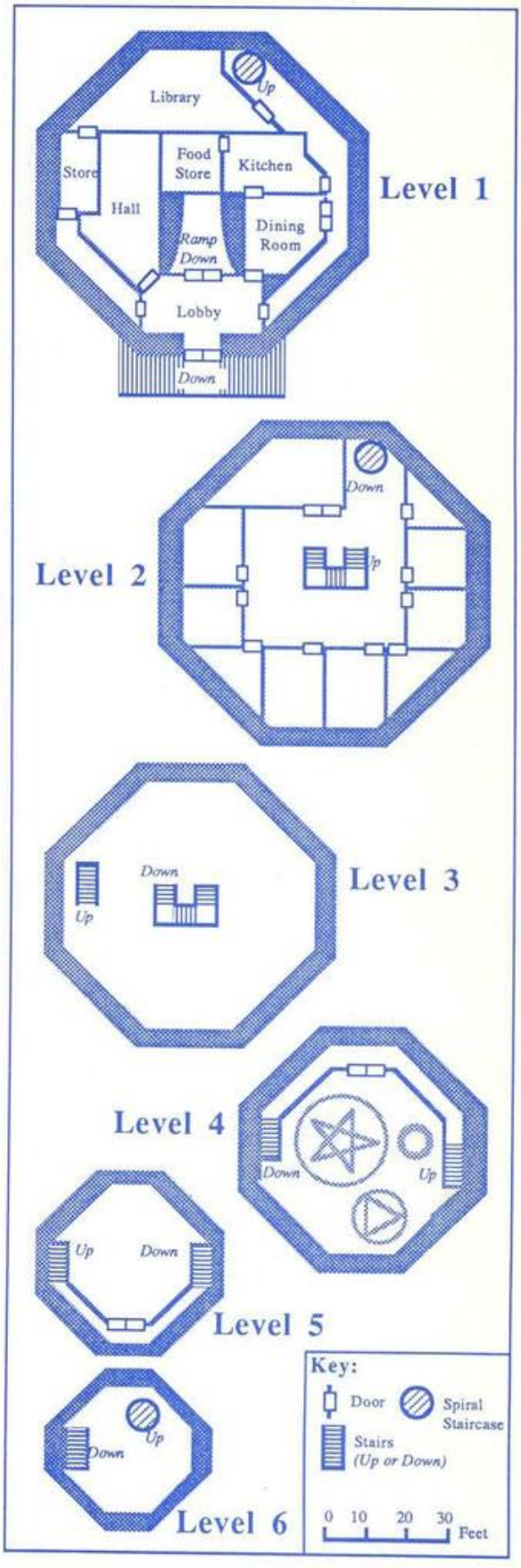
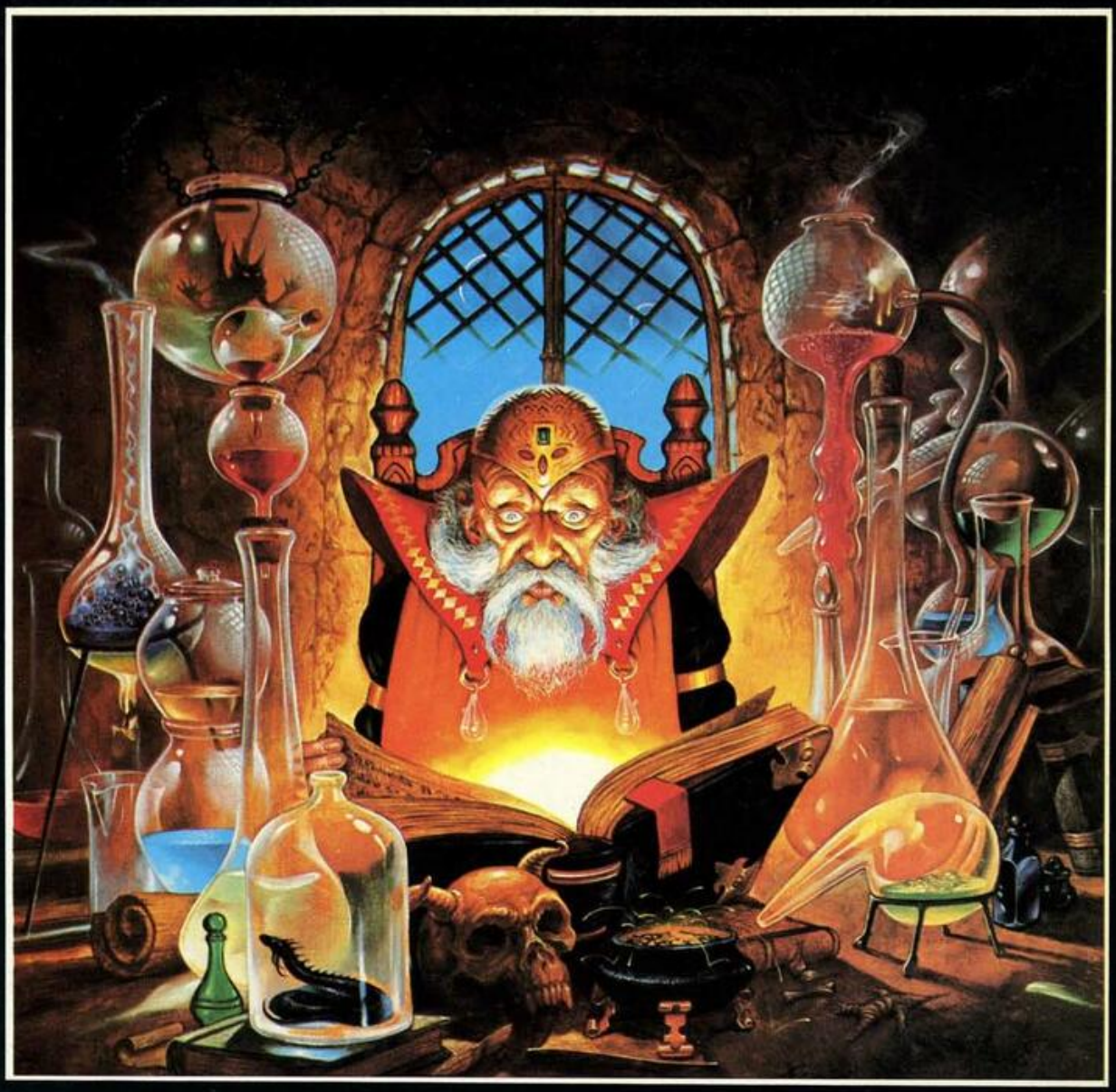

Tergaman's Tower
Elevation
FatMac
0 20 40 60 Feet
Stacked Furniture etc
Pylon
Level 6
Level 5
Level 4
Level 3
Level 2
Level 1
Ground Level


Mountainside
N
Basement
Ramp Up
Stables
Stables
Up
Up
Tergaman's Tower
Ground Level
0 10 20 30 Feet


Library
Up
Store
Food Store
Kitchen
Hall
Ramp Down
Dining Room
Lobby
Down
Level 1
Down
Up
Level 2
Down
Up
Level 3
Level 4
Down
Up
Up
Down
Level 5
Up
Down
Level 6
Key:
Door
Spiral Staircase
Stairs (Up or Down)
0 10 20 30 Feet



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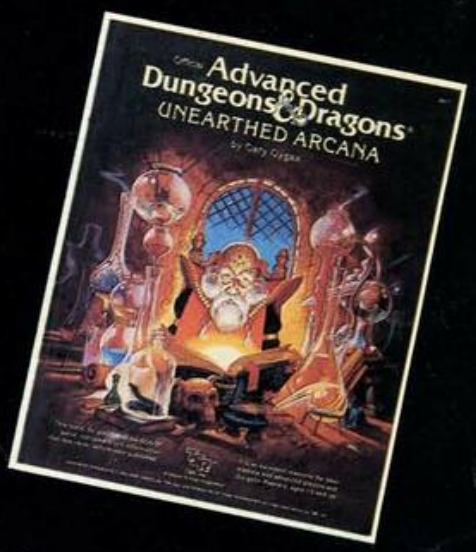

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